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- DALEK ATTACK
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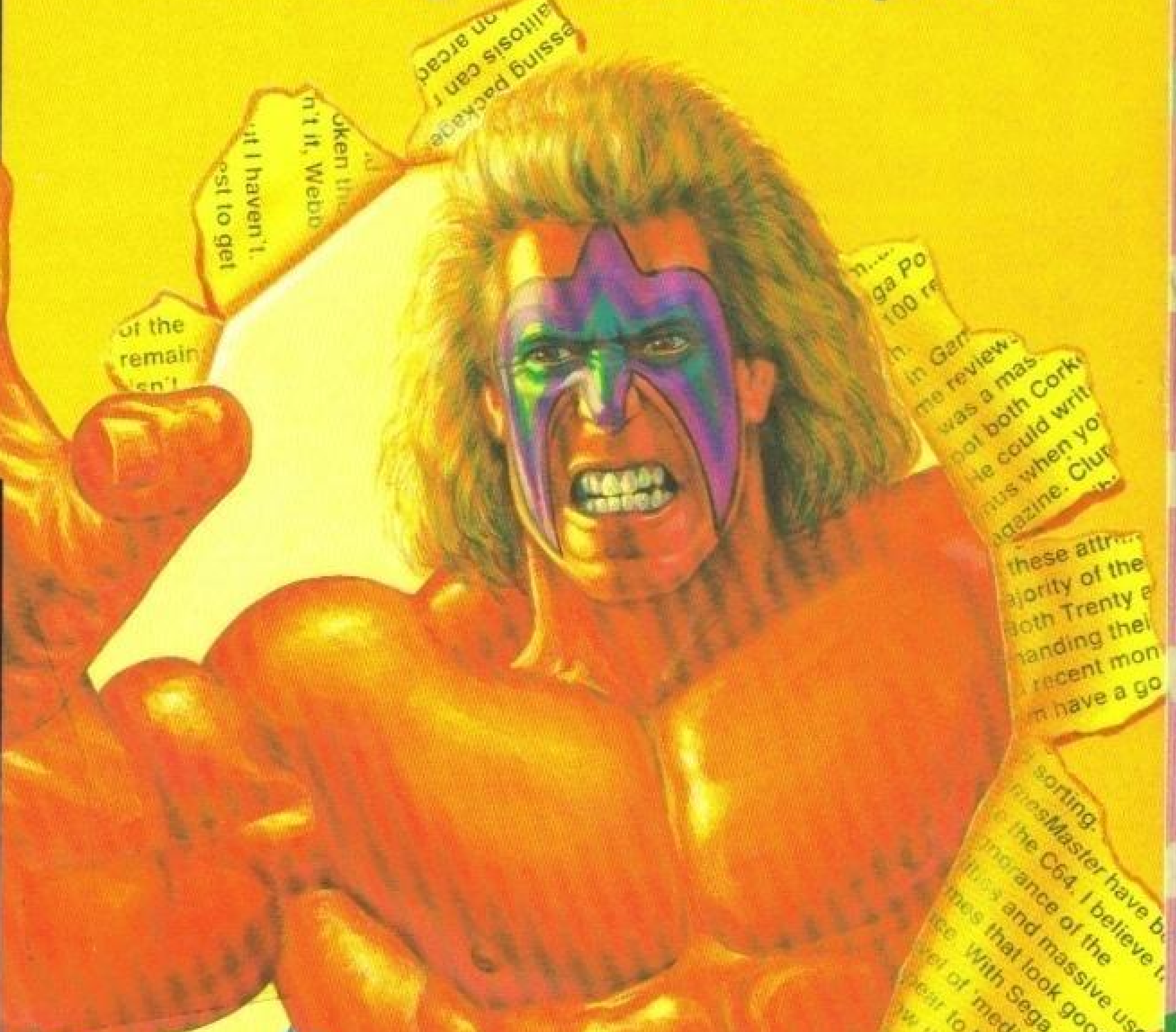

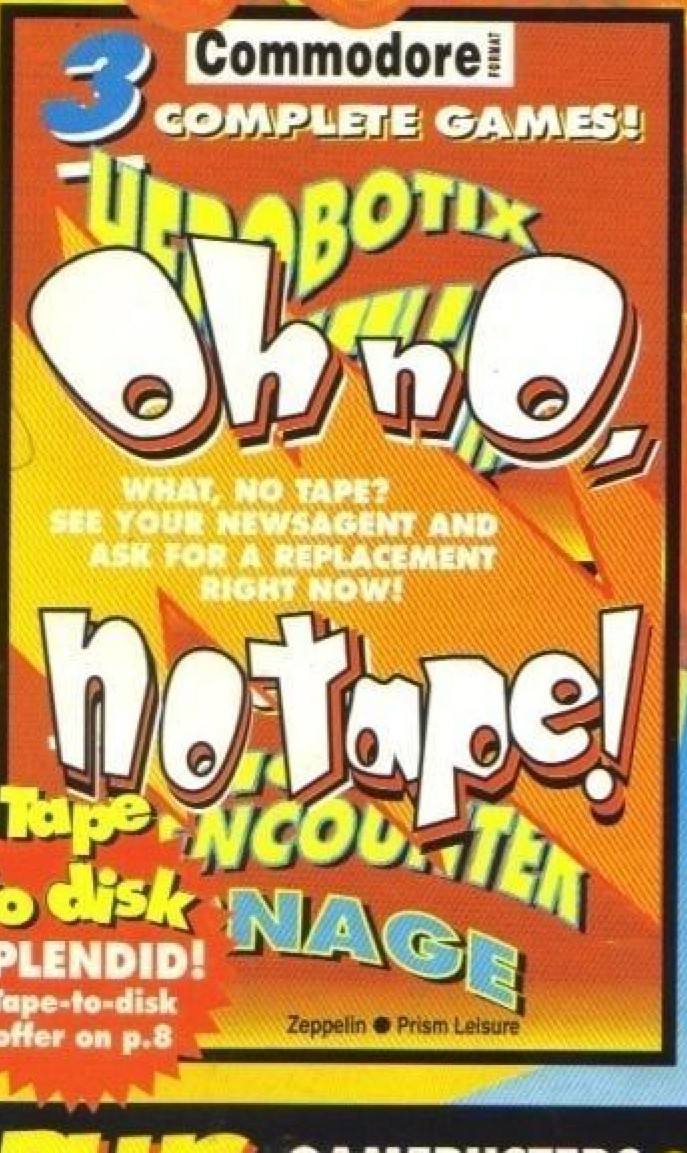
3 Commodore FORMAT
COMPLETE GAMES!
HEROBOTIX
Oh nO,
...NCOUNTER
...NAGE
Zeppelin ● Prism Leisure

WHAT, NO TAPE? SEE YOUR NEWSAGENT AND ASK FOR A REPLACEMENT RIGHT NOW!

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Tape-to-disk offer on p.8

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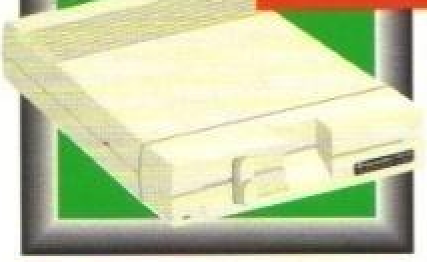

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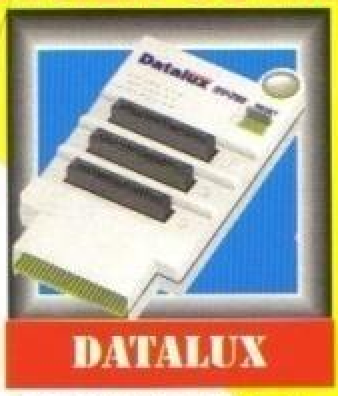

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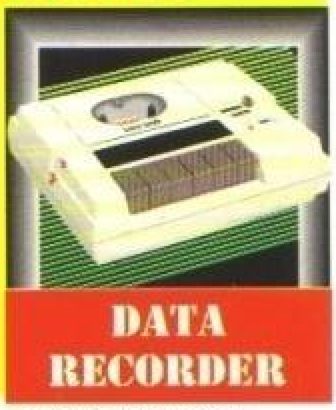

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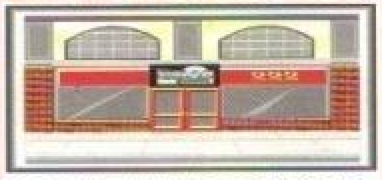

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GAMES

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CF SPECIAL

36 LET'S MAKE A MONSTER
Aren't colour splits the very bestest? What do you mean, what's a colour split? They'll help make *Mayhem In Monsterland* one of the greatest looking games ever seen on the C64, that's what. See p.36 for tips from the team.

39 FACE TO FACE
You've heard of the Darling Buds of May, well this month we talk to, uh, David Darling – well that's that link blown! Anyway see p.39 for the answers to the questions you wanted to ask CodeMasters' top gun.

47 BUT I WANTED A BIKE
Remember our Chrimbo compo, when we asked you to tell us what movies or TV shows you wanted to see on the C64? The results of our impromptu poll are on page 47.

59 WHO DOES HE THINK HE IS?
With *Dalek Attack* in for review we tracked down Sylvester 'Seventh Doctor' McCoy for an expert analysis of the game, the series and some curious queries on ferrets (?) on p.59.

6 POWER PACK PAGES
The Power Pack unpacked!

REGULARS

13 CHARTS
The best of the best

19 GAMEBUSTERS
If you want to get ahead get busted!

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Our techie hit-man 'liquidates' your problems.

44 LETTERS
TMB does his funky correspondence thang!

49 BUDGET GAMES
Great games at knockdown prices.

52 MAIL ORDER/SUBS
A veritable Aladdin's cave of C64 stuff.

66 NEXT MONTH
Coming attractions – Commodore style!

It may be Valentine's Day but even roma

POWER

C64 RUMBLE BONANZA!

It was bound to happen sooner or later – it was inevitable! *WWF2* and *Street Fighter 2* have hit the shelves at exactly the same time! The stage is set for a battle royale to see who's the toughest game in town.

WWF – European Rampage has to be one of the biggest licences Ocean have released for eons. It follows hard on the heels of last year's Corker-winning *WWF*. Does the new game have the same mix of make-up, tights and gameplay that made the first outing a classic?

In *Street Fighter 2*'s corner, the major question mark must concern the 'convertability' of the game. It's was just so big and so complex in the arcades that surely it must have lost something in its translation to the C64 – or have the Goldies done the downright impossible?

We've put these two foes in direct competition, to find out which is the meanest, and I know you'll be surprised at the results – but you'll have to read the reviews to find out who's left standing and who's had to visit Holby hospital's emergency ward.

On top of that there's 10 pages of cheats, the Rolwlands Boyz, Inside Info, TMB, Roger, a *Doctor Who* interview, a *Street Fighter 2* compo and stacks of reviews. It all looks kind of fun.

16 WWF EUROPEAN RAMPAGE

RANDY SAVAGE
VS
WWF

OCEAN

Last time the gaudy grapplers came to Commodoresville they were awarded a Corker. Has the wrestlers' gameplay muscle turned to flab or can the Day-Glo duellers still do a flying double suplex pile-drive with their eyes closed? Is the game a grunter or a groaner? Tonight's contest for the C64 heavyweight Championship begins on p.16!

EX
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47/ BUT I WANTED A BIKE!

As a tie-breaker to our Christmas compo we asked you which TV shows and films would make great games. The suggestions flooded in and there were loads of interesting, intriguing and plain odd ideas! We just had to print the results.

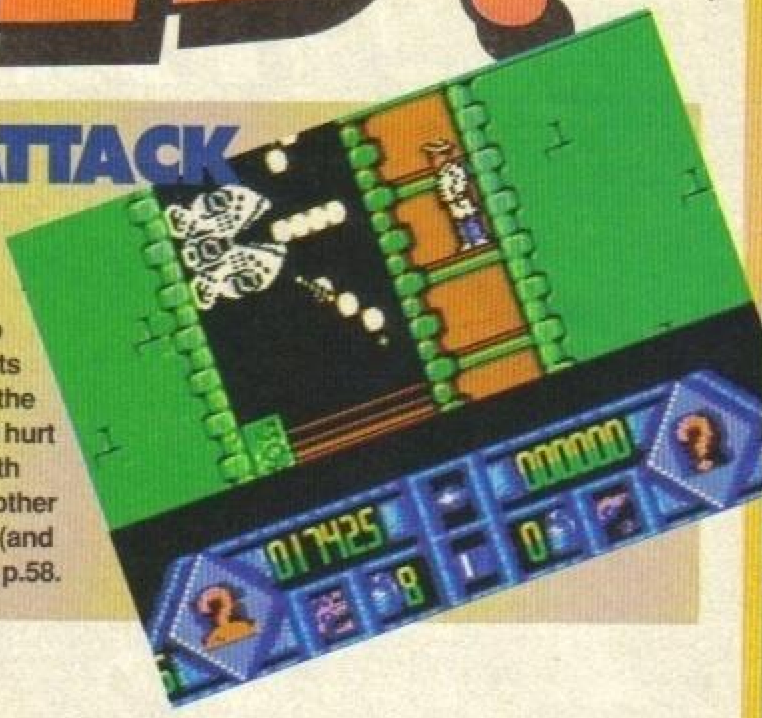
56 SCEPTRE OF BAGHDAD

ATLANTIS

Of all the towns, in all of the Middle East, they had to walk into this one. This is probably the most unfortunately-timed title for ages. Anyway, you've seen the demo, you've read the preview, now play the game. Whistle up you carpet on ntics fight to see what's been...

TESTED !

58 DALEK ATTACK



ALTERNATIVE

The most fearsome monsters this side of the stairs hit the C64 full on. Can the Doc's deadliest enemies make the Beeb TV show a computer classic? Do the sets wobble when there's an explosion? Do the Daleks' guns finally look like they could hurt someone or are they still egg whisks with attitude? Can you still spot props from other Beeb shows painted silver? To find out (and save the universe) pilot your TARDIS to p.58.

59 WHO DOES HE THINK HE IS?

On our mission to explore strange new games, to seek out new stories and to boldly go where no mag has gone before, *CF*'s jumped time-streams to Pantoland for a chat with Doctor Who. Well, we nattered to Sylvester McCoy, actually (but don't tell Dave, he thinks Sylv really is a Time Lord!) about Gallifrey, games and Galeks. (Daleks didn't sound right!)

CLUSIVE
ET FIGHTER 2 COMPO!
an exclusive set of *Fighter 2* pin badges sy of US Gold. Have (if you think you're hard enough) on p.63.

Is it an everyday tale of hard folk who fight roads or a conversion of the most brilliantly brutal arcade game this century? The Goldies took the sensible choice and went for the coin option. How did they do? Well, erm, well it seems! Check out *THE* review of *THE* game *EVERYONE'S* been talking about on p.60. (Well Clur mentioned it to Dave last month.)

60 STREET FIGHTER 2

US GOLD

64 LETHAL WEAPON

OCEAN

Mel may have been mad as Max but he's completely off his trolley as Martin Riggs, in *Lethal Weapon*. At long last this storming series of action-buddy movies has been given game fame. Now you can make merry movie mayhem with Martin and Murtuaugh in this rip-snorting platform arcader. Your every question is answered on p.64 – except, 'what use would a non-*Lethal Weapon* have?'

29 tape to disk

Are you a disk drive kind of peep? Then get yourself a Power Pack disk! For all the details, just load p.8.

POWER PACK 29

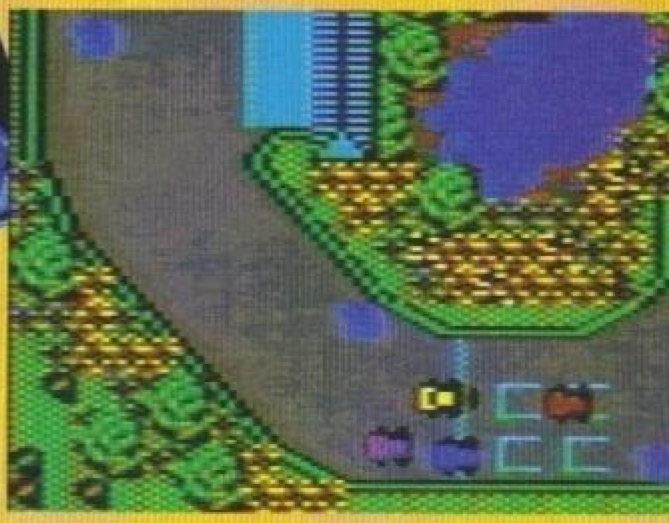
CARNAGE

Zeppelin

DEMO

Sunday driving will never be the same again – or Monday, or even Tuesday driving for that matter – once you've played *Carnage*, a tasty little car racer from Zeppelin. It's an eight-lap dash to the finish. Rev up and burn off (as it tends to say on Scalectrix boxes).

- ● Instructions on p.6.



It's coming soon, but you can get a sneak preview of *Carnage* by loading up our Power Pack.

HEROBOTIX

Prism Leisure

A lone robot wanders an alien-infested starship. Can you guide him to safety? Or do you just want to ning about shooting everything that dares to show itself? I'll take the mega-death please, Bob.

- ● Instructions on p.7.

BATTLESHIPS

Prism Leisure

"YOU SANK MY BATTLESHIP!!!" This one phrase used to reverberate around living rooms up and down the land before someone dead clever invented the telly and ruined the art of shouting! Families used to laugh and joke and argue as they played this pen and paper classic. Now you can start those rows all over again with this excellent C64 version.

- ● Instructions on p.8.

HIGHWAY ENCOUNTER

Prism Leisure

It could have been a Pickford's removal licence, but instead it became a pushy-pully robo-simulator where you have to haul a dangerous thing somewhere where it can hurt someone! It may sound dangerously irresponsible, but like everything else in that category it can sure be fun. Quite possibly the game that *Dalek Attack* should have been.

- ● Instructions on p.7.

QUICK START

DEMO

CARNAGE

Try to get past the winning flag first after eight hectic laps. Avoid the oil and water unless you want to go spinning into oblivion (which really isn't a very good idea)
Joystick Port 2
Tape count: side one – 000

- ← Left – Steer left
- → Right – Steer right
- ● Fire – Accelerate

FULL GAMES

HEROBOTIX

Explore the mazes and destroy anything horrible-looking that gets in your way, basically. Link up with the computer terminals to view a map of the area and decativate the forcefields.
Joystick Port 2
Tape count: side one – 050

- ↑ Up – Move up
- ↓ Down – Move down
- ← Left – Move left
- → Right – Move right
- ● Fire – Shoot or activate a terminal

BATTLESHIPS

Destroy your opponent's fleet with a bit of strategic bombing. Oh, come on, you must know how to play battleships.
Joystick Port 2
Tape count: side two – 000

- ↑ Up – Move cursor up
- ↓ Down – Move cursor down
- ← Left – Move cursor left
- → Right – Move cursor right
- ● Fire – Select option

HIGHWAY ENCOUNTER

Clear obstacles and nasties out of the way so that your Auro-Vortons can push the mighty lazertron bomb to the end of the highway and destroy the evil invaders.
Joystick Port 2 or Keyboard
Tape count: side two – 042

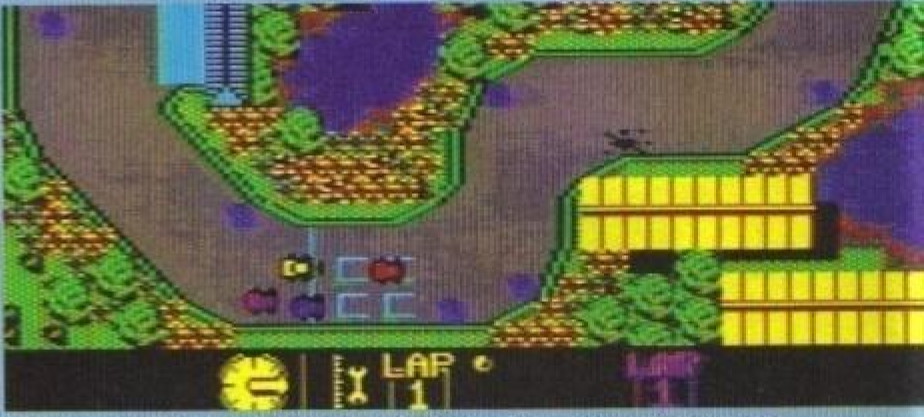
- ↑ Up, 1 – Accelerate
- ↓ Down, Q – Brake
- ← Left, O – Turn left
- → Right, P – Turn right
- ● Fire, Space – Shoot

POWER PACK 29

Robots, fast cars, gunships and more robots. Sounds like a great recipe for a really tasty Power Pack. Let your datassette chew on this.

CARNAGE DEMO

Joystick Port 2



Get out of the way ROAD HOG! These and many other great motoring expressions can be yours. Just load *Carnage*!

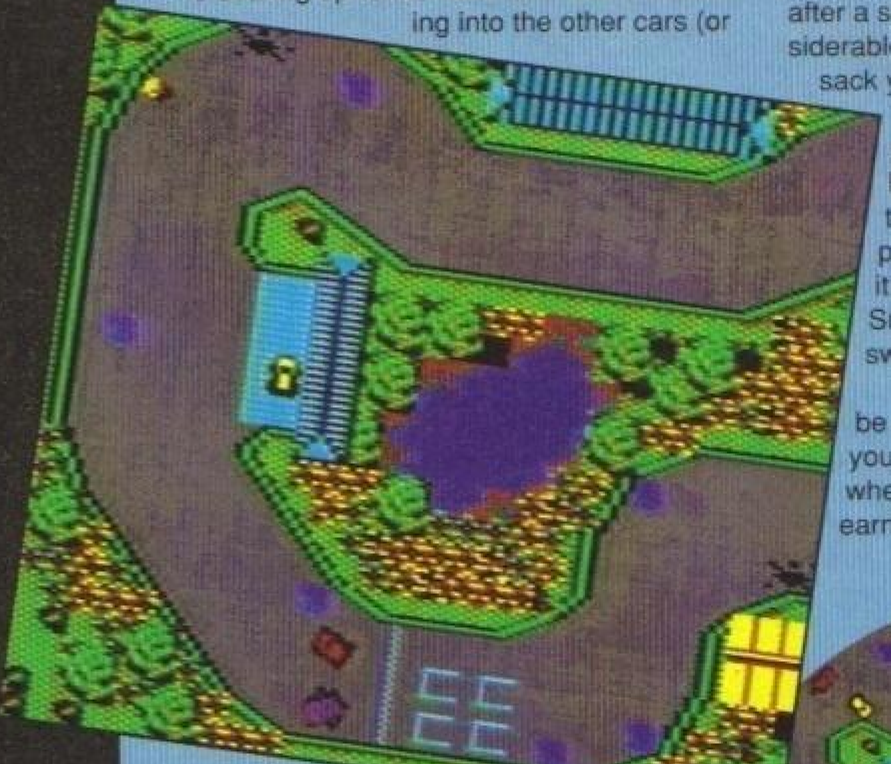
Exclusively from those nice people at Zeppelin Games comes a demo of their latest driving game, *Carnage*. It takes the form of an overhead bash-the-other-cars-as-much-as-you-can racer. Control the yellow car in the demo with simple left and right steering controls. It's a lot like riding around in a dodgem, except you don't get some bloke dangling off your aerial – it's a lot faster and there's less chance of terminal whiplash from the collisions.

The main difference between this and your bog standard whizz-around-a-track game is the importance of the damage factor. In the bottom left-hand corner there's a small spanner scale. This is a measure of how badly your mean, banana-coloured machine is bearing up to the wear and tear of crashing into the other cars (or the walls at the side of the track if you haven't got used to the controls). If the scale comes close to maximum capacity, then pull into the pits.

Once parked your trusty engineers will, in a matter of seconds, transform your vehicle into a thing of beauty and speed once more (and they don't even charge for labour). Coming out of the pits after a service you'll notice a considerable increase in performance – if not, sack your support team.

The clock next to the damage meter is a measure of your speed. Basically ignore it, and whizz about at top speed and try to crash as little as possible; it's the only way to win (and it's more fun that being a poncey Sunday driver or one of those annoying swines who tows caravans at 30 mph).

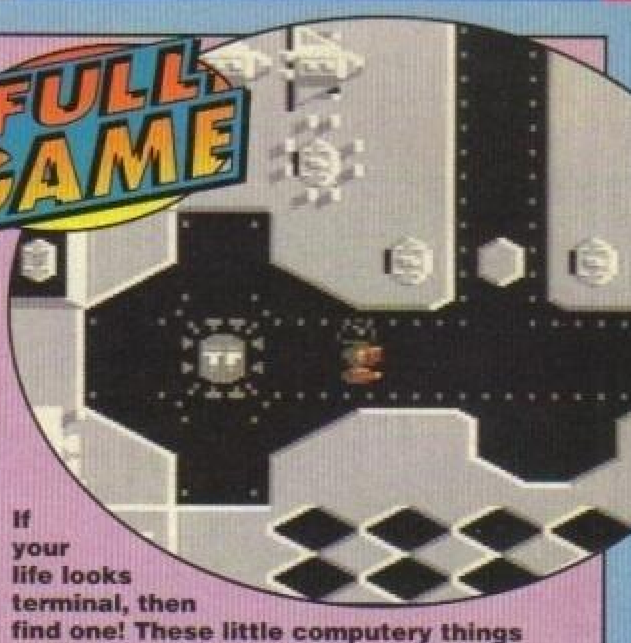
The full version of *Carnage* should be available very soon, so wham this in your datassette and decide for yourself whether or not to part with your hard-earned dosh for the full pricer. You know it makes sense.

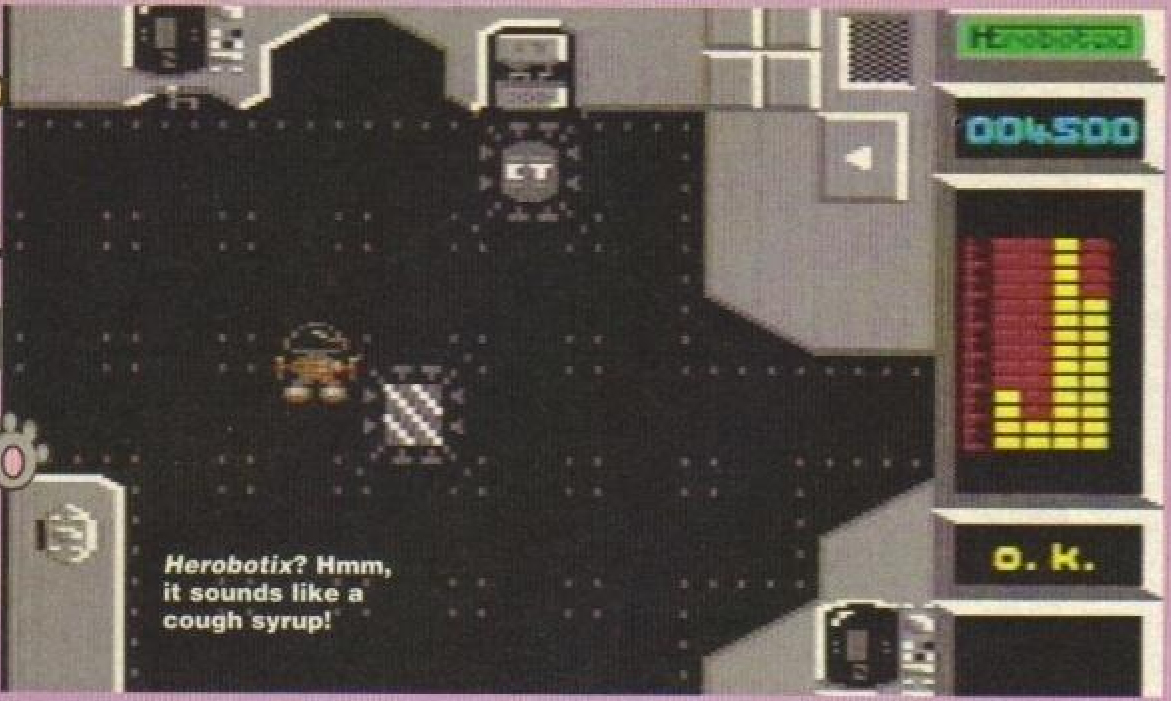


Eight laps is all you have to do, eight times round the circuit. Sounds easy? Well you may think so now, but you wait until lap seven when the damage starts to mount.

HEROBOTIX

FULL GAME





Herobotix? Hmm, it sounds like a cough syrup!

Joystick Port 2

WARNING: you'll need an enormous, and I mean huge, sheet of paper to map this one.

You're a hero (*how come you never get to play the villains, they're much more fun – Roger*) in this case a robotic one, and you're lost in a seemingly endless system of mazes and puzzles. And guess what? There are some killer robots out to get you, although whether they can actually 'kill' you when you're just a pile of electronic circuits, processors, microchips and old Heinz Spaghetti™ cans is debatable.

The 'bot is controlled using the standard direction controls on the joystick; hit fire to blast an enemy with some of your unlimited fire power. If you touch one of the nasties your 'bot loses energy. Your energy status is indicated by four indicators at the side of the screen that bob up and down like equaliser bars on a classy stereo; if one of them stops moving that's a quarter of your energy gone; two non-movers and your halfway to silicon heaven, and so on. Walk into a whizzy electrical forcefield and you're scrap metal for good.

Don't plan, don't think, just keep shooting.

If your life looks terminal, then find one! These little computery things recharge your 'bot's power. How handy.

There is, however, a solution to your energy loss problems. Nothing to do with glucose drinks or foul-tasting 'power bars' (yuck, even the chocolate flavour is disgusting). Scattered around the maze are energy replenishment platforms. Stand on one of these for a few seconds and your 'bot'll feel better than if he'd paid £20 for a session in a flotation tank. (*Wouldn't that make him go rusty? – Ed.*)

Other platforms can be beamers or computer terminals. Beamers are transportation points – enter the name of another beamer that you've visited and you'll be instantly transported there – 'as if by magic' as Mr Ben would say. Link up to a computer terminal and you're presented with a map of the section of the maze that you're currently in.

HIGHWAY ENCOUNTER

FULL GAME

Joystick Port 2 or Keyboard

Don't worry – this has got nothing to do with Harry Seacome. There isn't an anorak, a welsh male voice choir or a church jumble sale in sight.

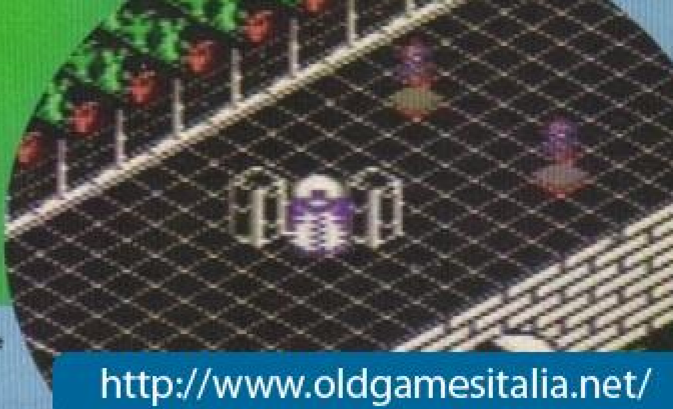
Aliens have invaded your planet and the only way to destroy them is with a deceptively powerful weapon named the lazertron (for the uninitiated it's the yellow pointy thing). Unfortunately, this particular bomb will only detonate in a place called the ZONE ZERO which just happens to be at the end of a very long and hazardous highway. (Don't you hate americanism? Still, I suppose *Main Road Encounter* doesn't sound as good.)

Remote-controlled robots named Vortons will push the lazertron along the highway for you, but they need very clear instructions from the boss (that's you that is!). To begin with you have five robots (yeah, I know, they're strangely similar to a certain enemy of a very famous doctor), a Main Vorton and four Auto-Vortons (*sounds like a german car – Ed*). You control only the Main Vorton; the Autos push the lazertron in a straight-line until they hit a obstacle. If anything untoward should happen to the Main Dal... sorry, Vorton, then one of the Autos gets instant promotion (in other words you've got five lives to play with.).

Your Vorton is even less controllable than a supermarket trolley; it can only travel forwards and turn in 45 degree steps. In other words, fluid movement is a phrase that means as little to a Vorton as 'don't do that' means to a cat.

Your journey isn't made any easier by a variety of nasties and obstacles that block your way. The Main Vorton can blast the nasties – but he can also damage the Autos, so don't go about shooting with wild abandon – and also be used to push the obstacles out of the way to clear a path for the pre-programmed auto-vortons.

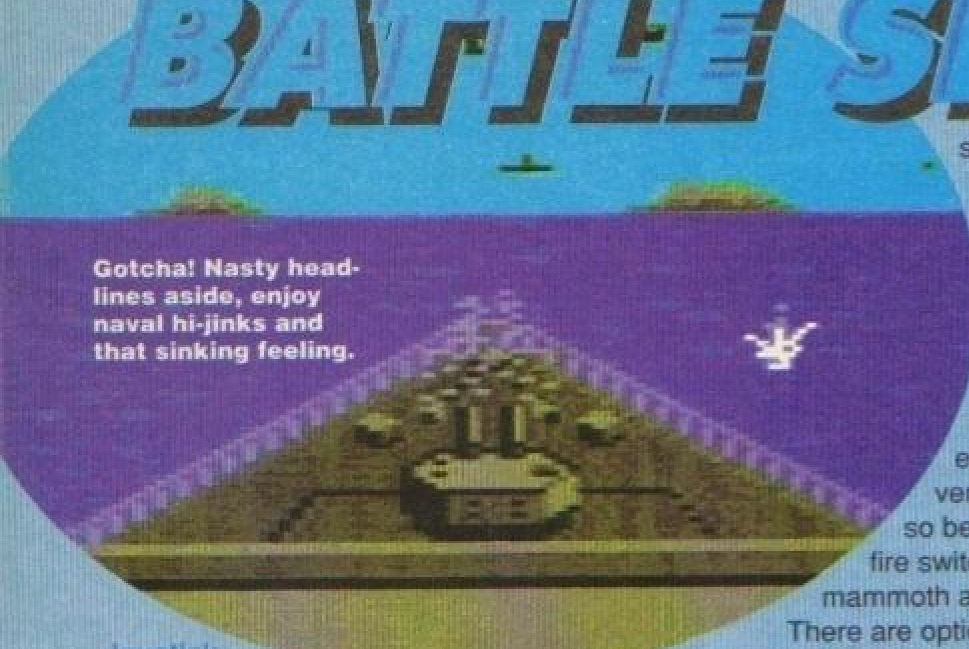
In fact, you know how when you get stuck in a traffic jam and you wish you had a tank so that you could just plough your way through? Well, this is probably the nearest you'll ever get.



"A little bit my way, no, no, stop! Look you take all the weight your end..." Isn't moving fun!

BATTLE SHIPS

FULL GAME



Gotcha! Nasty head-lines aside, enjoy naval hi-jinks and that sinking feeling.

Joystick Port 2

Battleships is one of the all-time great parlour games. Originally played in the days of pencil and paper, it was then lovingly converted into one of the best electronic board games that has ever graced the shelves of WH Smith's. The game brings back memories of many a childhood day spent trying to rewire the thing after I'd accidentally thrown it down the stairs (no, it had nothing to do with a temper tantrum after losing against my younger brother). (*Yes it was – Younger Brother!*)

In case you didn't know *Battleships* is strategic war game, played on a grid of squares that represents an area of the ocean. You have a fleet of five ships of varying size, each of which can fire four shots every turn if the servo firing option is left on. Without servo firing each player takes it in turn to take one shot at eachother. The grid in this version of the game is huge, so be warned, playing with servo fire switched off can turn into a mammoth all-night session.

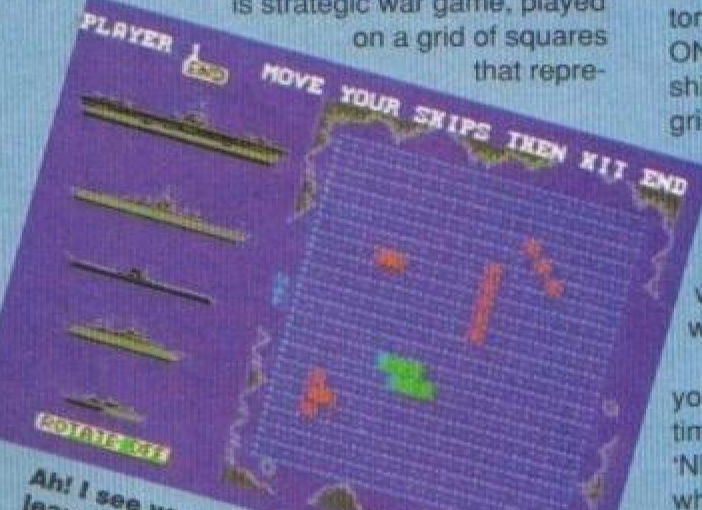
There are options for one-, two- and multiple-players, the multi-player option working like a championship with first prize of total world domination. Well, ultimate power over all the sea-water you can drink. In one-player mode your opponent is the computer but don't worry, it doesn't cheat – well if it does, it cheats badly!

The first thing you've got to do is deploy your fleet. You have five different-sized ships and they are pictured down the side of the screen. Each is represented on the grid by its own particular pattern of dots. Rotate the ships by first clicking on the bottom icon to change it to 'ROTATION ON' then click on the pictures of the ships to rotate their patterned, on-grid counterparts by increments of 45 degrees. Move your ships around the grid by turning rotation off and clicking on a picture. The relevant pattern on the grid will turn green; move it where you want using the joystick.

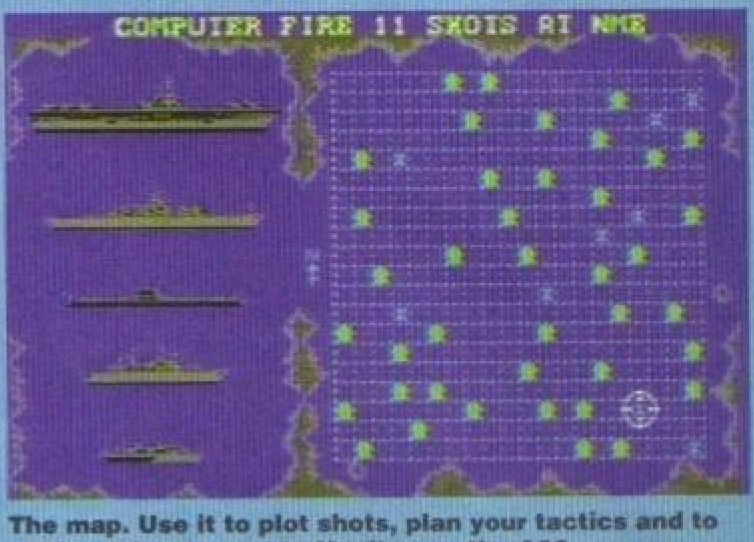
When you've finished positioning your armada, click on END. Now it's time to get on with bombing the 'NME' (look, don't blame me, that's what it says in the game!). You start off with 20 shots, four for each of your five ships, which makes some crazy kind of sense. Aim by positioning an on-screen cross hair with the joystick, then hit fire to prime a missile; an X will appear on the grid to mark the spot. If you make a mistake simply hit fire once more over that square and erase the X.

When all 20 missiles have been primed, the screen switches to an animated firing sequence and you get to see if you've hit anything. Now this doesn't actually add much to the battle in terms of gameplay, but it does add a lot of atmosphere. You no longer have to make the noises yourself – now you let the C64 do the, "Kaboom, weeeeeee, neer-rrrraaaaw! Blam ker-splash!"

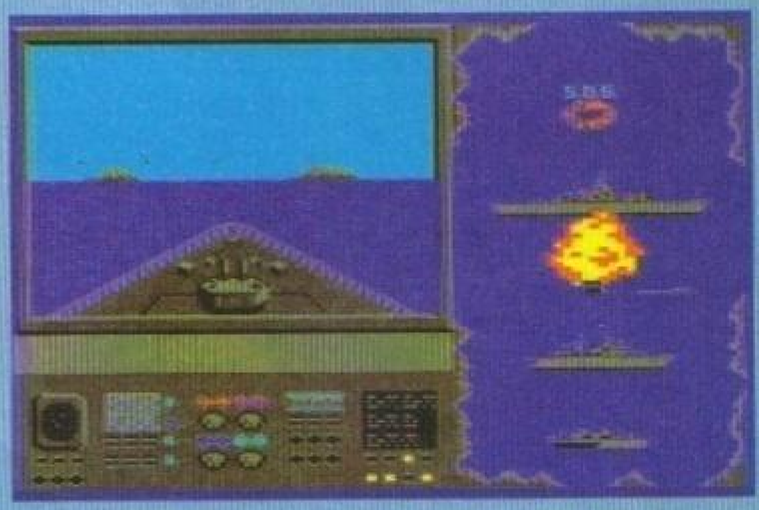
Now you have to sit back and see how well your opponent does. From then on you take turns to blast away until all his (or all your) ships have met their watery end. Glug.



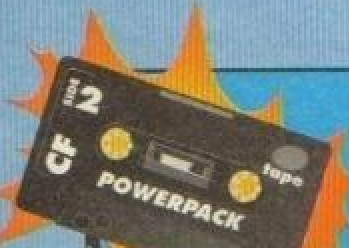
Ah! I see your cunning plan. But if I don't leave port I'm safe (like the Graf Spee!)



The map. Use it to plot shots, plan your tactics and to work out how to get to Honiton on the A36.



"YOU SANK MY BATTLESHIP!" Why do we keep saying that? Blame an early 70's ad campaign!



NO LOAD ZONE!

If your tape isn't loading perhaps it's your tape heads. Try loading a few games that you know work then adjusting the head alignment screw. Still no good? Okay, it's probably the tape itself, then, in which case just pop it into a padded envelope along with an SAE, seal it up and send it to:

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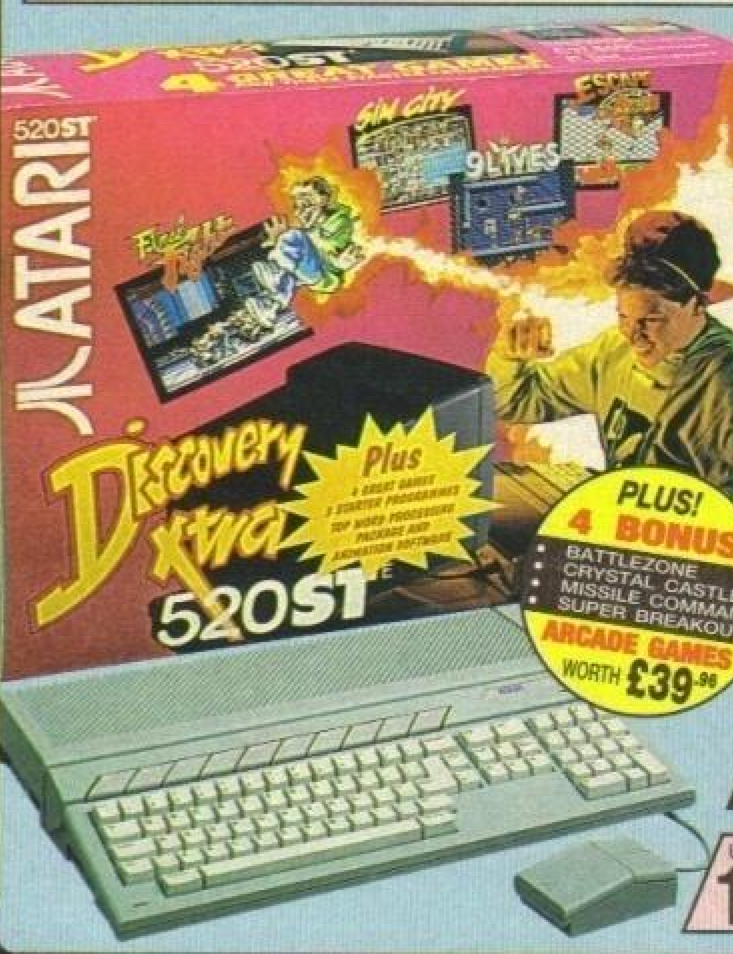

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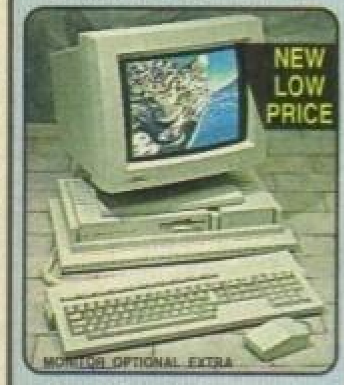

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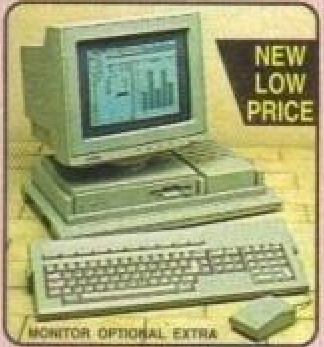

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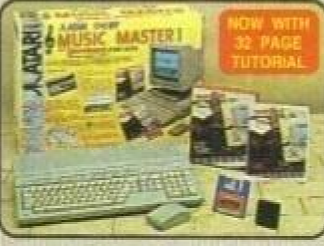

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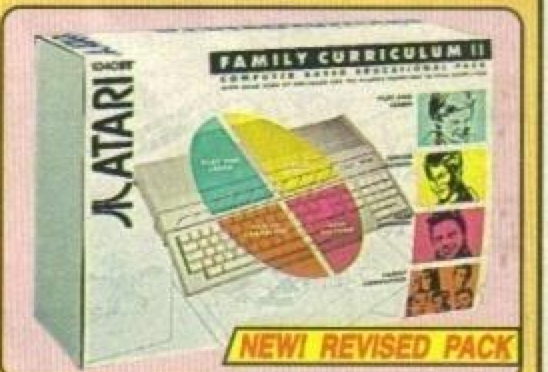

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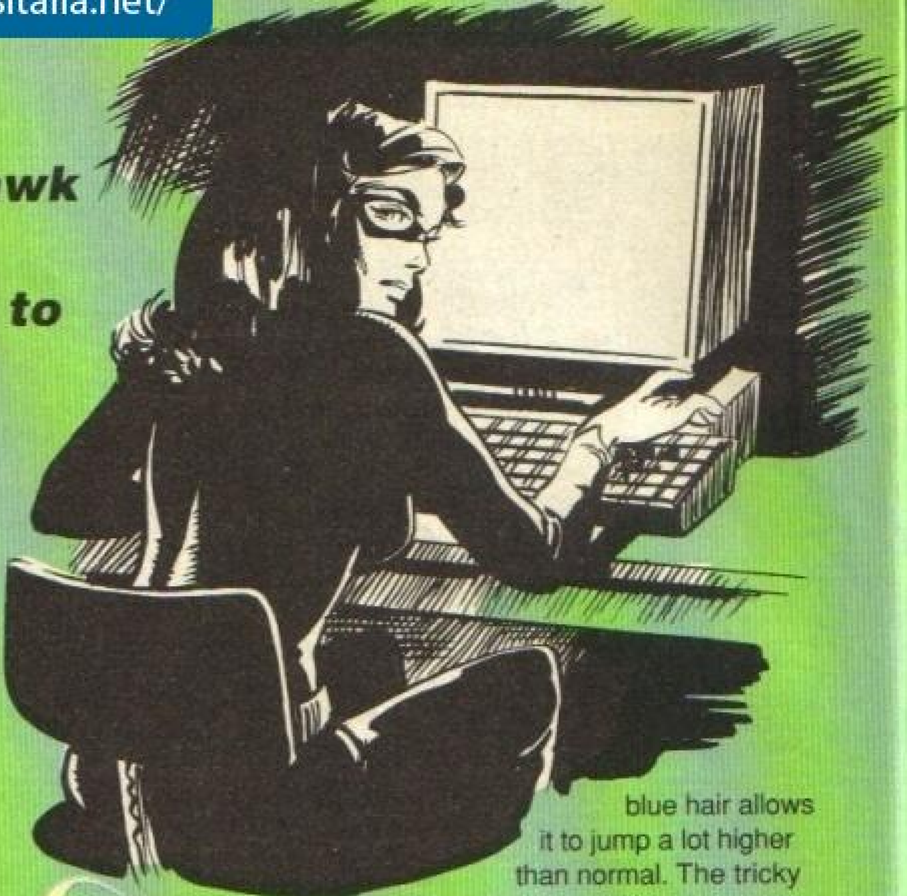
Which computer(s), if any, do you own?

No secrets are safe from Agent Kittyhawk – Spy For Hire. Rumour has it she even knows who shot JFK. So when it came to finding someone who could sneak into the softies' HQs in the dead of night and bring us back all the confidential details of the hottest games in production, she was the only choice. And this month Kitty's uncovered some real gameplay gems...



TROLLS

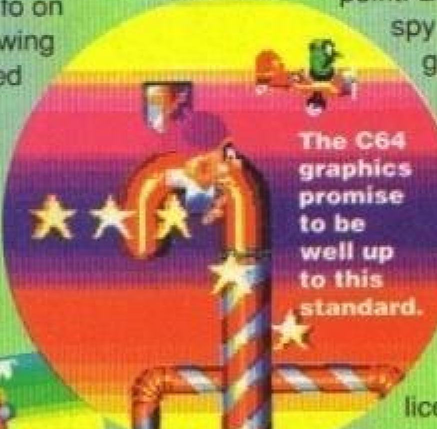
EARLY WARNING! SCANNER

Sneaking around in the dark is one of the penalties I pay for flexible working hours. The downside of it is that you're particularly prone to sudden scares. Normally I have nerves of steel, but I was so stunned during my last venture at Flair HQ, that I dropped my torch and nearly tripped the pressure pad alarms.

Why the fright? Well, I'd been told to go and check out Flair for some sneak info on their latest game, which has been wowing every format the game's been released on. The game in question is *Trolls*. Now I'd seen these 'cute' little things on sale in card shops and thought that they were quite grotesque.

So imagine my surprise when, at Flair HQ, I turned round to see one of the biggest *Trolls* ever made! The little devil was wearing red and 'he' fell out of a cupboard – I thought for a minute I was in *Don't Look Now*, and expected the little brighter to start swinging a meat cleaver.

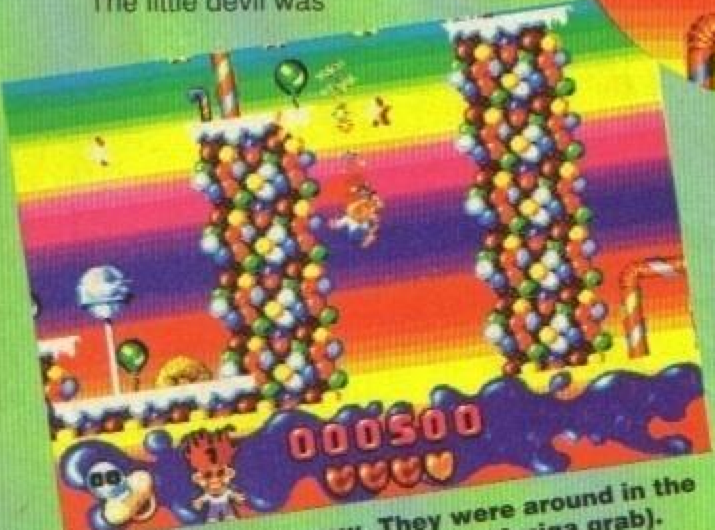
Strangely enough, I was even less keen on the ugly little monsters at this point. But I'm a professional spy, so I took a look at the game anyway. Now what I saw was work in progress; roughs, not finished stuff, but it looked brilliant. The little folk with the funny coloured hair really made me want to get stuck in.



The C64 graphics promise to be well up to this standard.

Once again, this licensed game takes the platform approach, with the *Trolls* living in some kind of psychedelic wonderland. During the course of the game you get to take the *Trolls* to Candy Land, TV Land and the like. You take them on solo missions, helping them to leap around save their own necks and change their hair colour. These two factors are inextricably linked as you'll only get to the end of a level if you change the hue of your barnet at the right time.

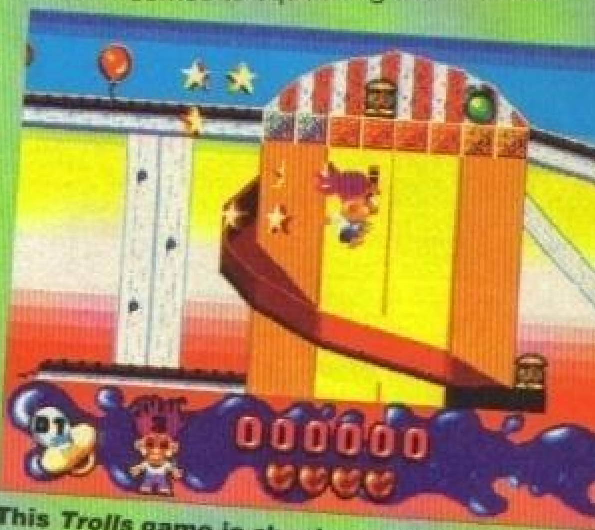
A *Trolls'* hair colour, it seems, dictates its powers. Red hair, for example, means that it has a shield, while blue hair allows it to jump a lot higher than normal. The tricky bit is that you can only change your hair colour by tagging a bonus balloon – and these always seem to be very thin on the ground when you need them.



Trolls are nothing new. They were around in the 70s, but called Gonks then. (Amiga grab).

Trolls is absorbing stuff. No sooner had my heart recovered from the encounter with the family's big brother, than the game started to push my pulse rate up.

The sudden appearance of a rather hungry-looking guard dog forced me to abandon the game, which is a real shame because the only thing I could grab were unfortunately some Amiga screenshots (the ones shown here). But believe you me, these Flair chaps are reknowned when it comes to squeezing the most out of the C64 (they did *Demon Blue* and the *Elvira* adventures), so our version looks pretty spiffy too! And the good news is that it will be ready in the next few weeks (*see CF30 for the full review, hopefully – Ed*) Now I wonder where the nearest card shop with a sky light is? I've decided, I quite like *Trolls*.



This *Trolls* game is shaping up to be a real hair-raising experience. (Amiga grab).

TROLLS

FLAIR

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GLADIATORS

Cute is as cute does, and that's all well and good. But after a while doesn't it start to get you down? I mean, for weeks now I've been spying on racing games, football games and cute platformers. Now they may well all turn out to be very good games, but a girl finds herself wanting a little more action in her life every now and again. You can imagine how chuffed I was when I opened the briefing envelope and saw that my next mission was to scope out *Gladiators*, one of their very latest games.

The journey to Alternative's HQ in Pontefract was fraught – it seems that the police still want me to help them with their enquiries about a little diamond 'prank' I played recently – but once I got to Yorkshire, things became a bit quieter. Getting in to the offices was easy (for a lady of my talents) and I found *Gladiators* running on a machine in the corner of the test department.

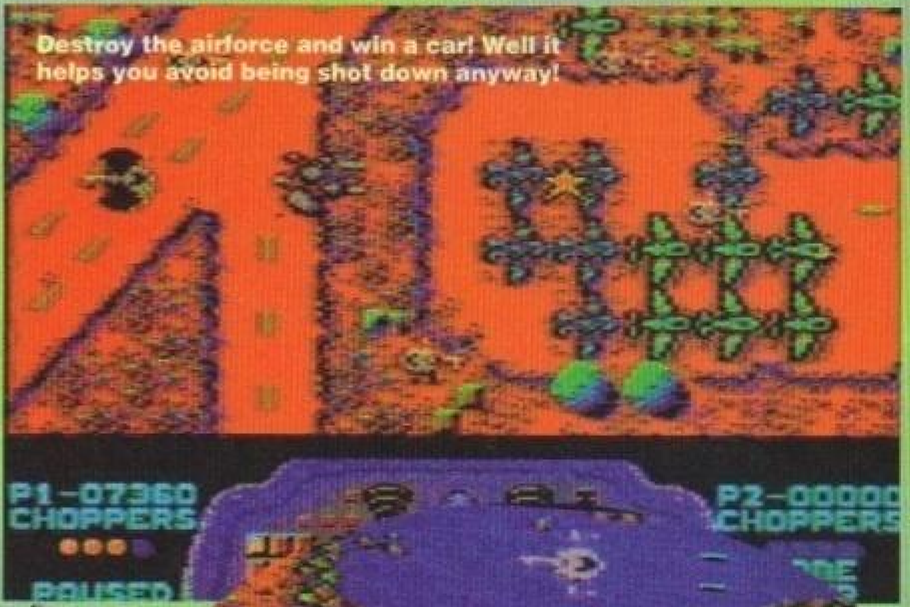
The taped instructions and plans for Alternative's HQ that Trenton sent me hadn't mentioned what kind of game *Gladiators* would be, although I had an inkling – call it cat burglars intuition if you will – that it might just, at an outside chance involve a bit of mega-death. Boy, was I ever right!

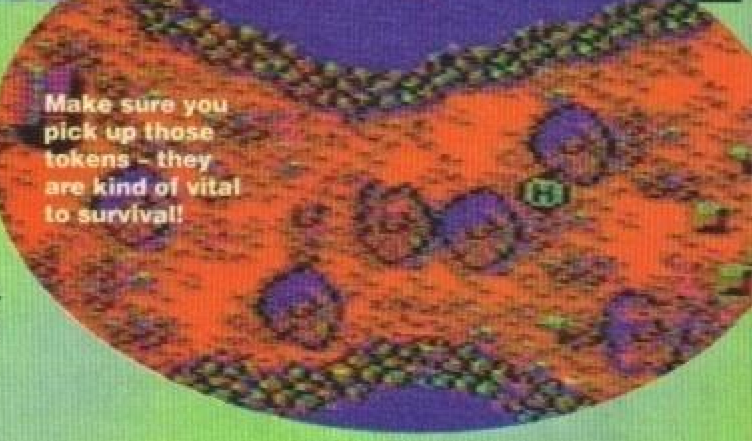
Gladiators is a vicious horizontally-scrolling shoot-'em-up and not a TV licence (*although that's one game you'd obviously like to see, judging by your answers to our Chrimbo compo. See p.47 for full details – Ed*). It sets you up as a chopper pilot who simply has to blast their way across an enemy island.

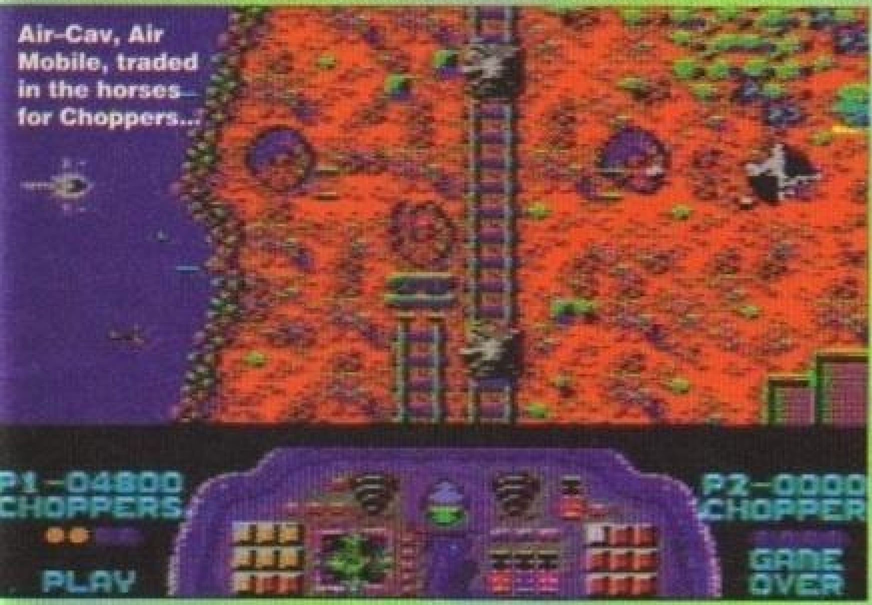
Normally I only like shoot-outs for a few minutes. Unless it's something like *SWIV* or *St Dragon*, I just lose interest. Thankfully, *Gladiators* feels like it could be in this mould. As your chopper nings across the island it has a light, deft feel and you can easily dodge the incoming fire – as long as you're quick enough on the stick!

The enemy ships scream around at a fair pace too, and they attack from all directions as they try to catch you unawares, and they often do. With a varied bunch of enemies and a varied batch of weapons, there still looks to be bags of life in this classic format.

I must admit I didn't get to play *Gladiators*, which was approaching the review stage, as much as I would have liked to give you a full report. So I left one of my little calling cards with a note instructing Alternative to send a copy to 'Clur' at *CF* the second it was ready. It seems to have done the trick, as my mole in Yorkshire-land informs me that he has received orders to post a copy today. So you can be sure that we'll have a full review of this kill-fest in the very fine *CF*30! Be there.


Destroy the airforce and win a car! Well it helps you avoid being shot down anyway!


Make sure you pick up those tokens – they are kind of vital to survival!


Air-Cav, Air Mobile, traded in the horses for Choppers...

GLADIATORS

ALTERNATIVE

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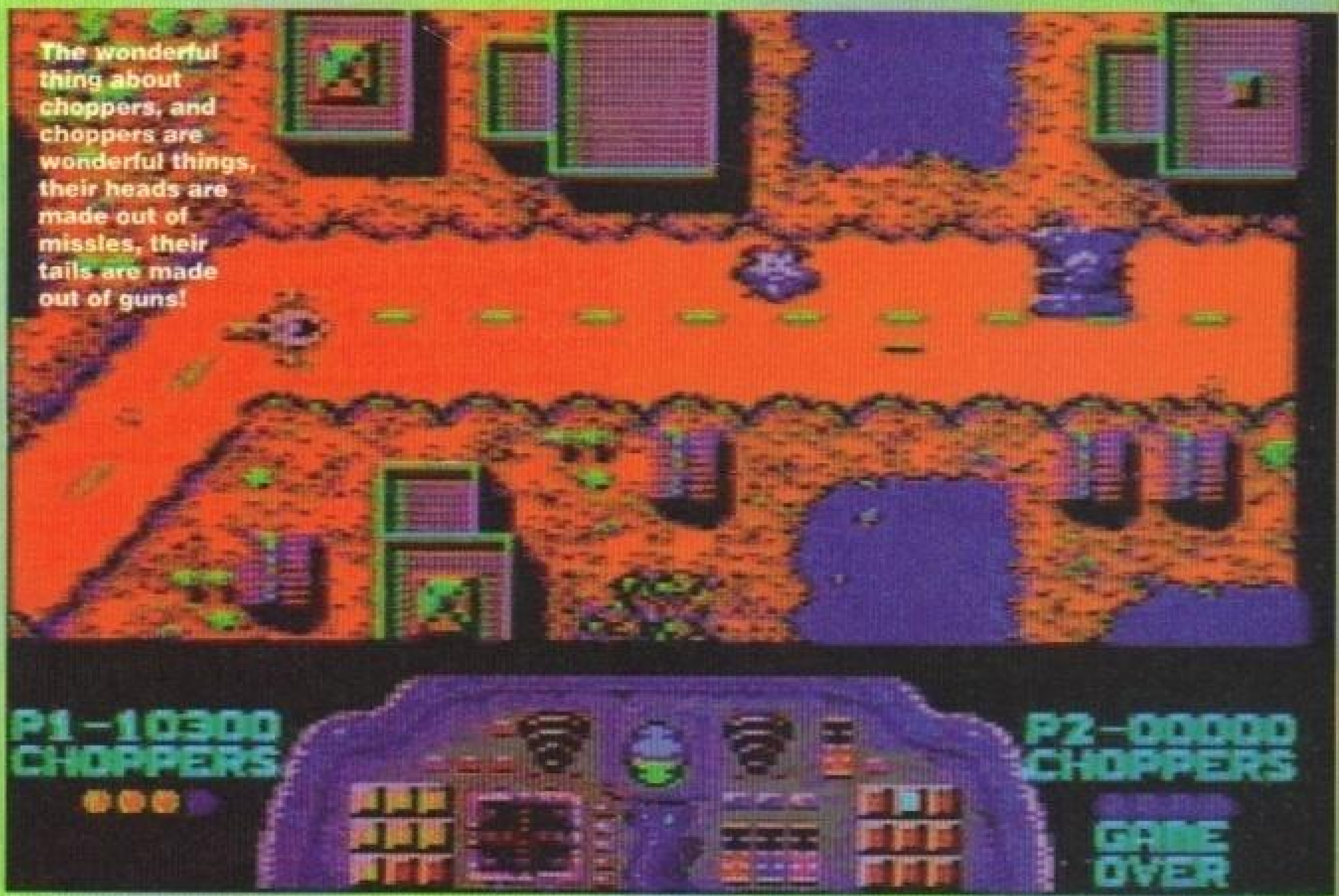

The wonderful thing about choppers, and choppers are wonderful things, their heads are made out of missles, their tails are made out of guns!

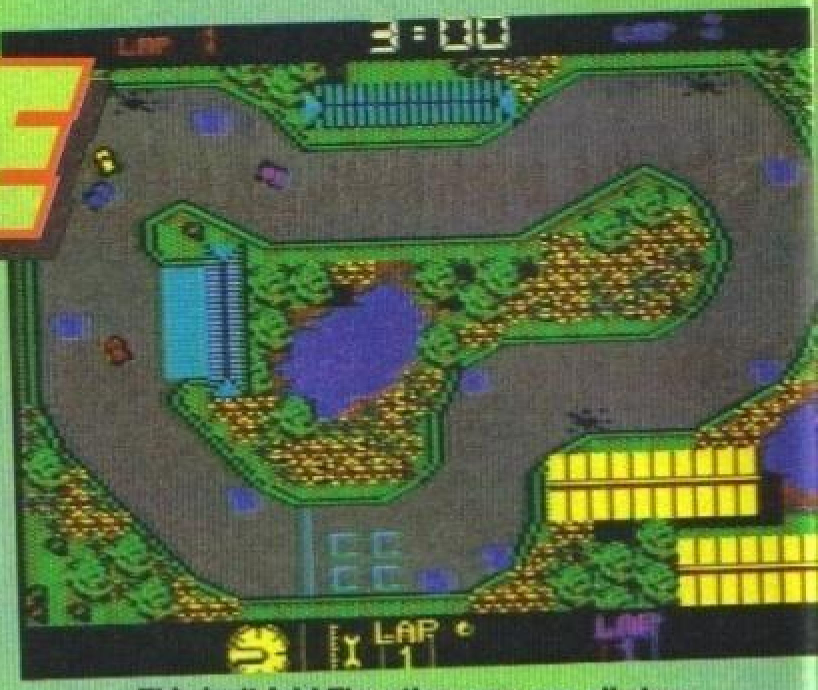
SPELLING FAIR

Spelling Fair, the second of Europress Software's extras for the Fun School series is nearing completion. Word has it that the program is every bit as good as the Corkerised Paint and Create (CF28). I must admit I couldn't crack the Europress building (I had no time to case the place) in time for this issue, but Clur assures me that they'll get her a copy ASAP.

This looks like fortunate timing as the company has just celebrated selling over half a million, yes that's 500,000 copies of the Fun School series. Congrats Fun School bods.

What's that? How did I find all this out? Oh, a, erm, confidential memo fell into my pocket during one of my less successful raids! You know how it is.

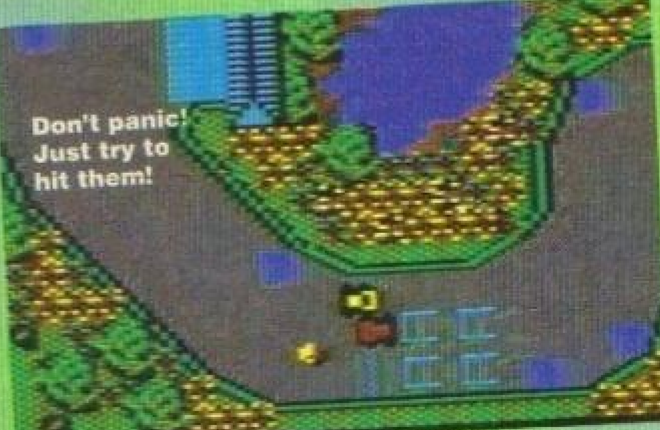
CARNAGE



This isn't fair! The other cars can all steer around the obstacles and I can't!

That lot at Zeppelin must be workaholics. Their offices never seem to be empty, which caused a problem when Trent sent me to suss out rumours of a new racing game from the company. So I resorted to one of my tried and trusted tricks; I set off the fire alarms. A minute later the whole building was empty, everyone standing out in the cold and wet (ha!). So while they grumbled about what a ridiculous time it was to have a fire drill I rummaged a little through the disk boxes.

What I found was the cutest little half-finished program of the most adorable little racing game that I've seen for ages. Cars ten times smaller than a Micro Machine whizz at great speeds around a selection of minuscule tracks. These things are really small, I mean the smallest cars you could possibly imagine, smaller than... *(OK, we get the idea – they're not big – Ed.)*



Don't panic! Just try to hit them!

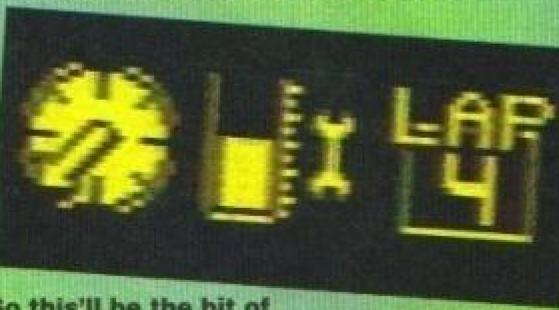
Carnage gives you a choice of four cars to drive through eight levels of mayhem. It should be multi-player as well, but when I was in Zeppelin's test room they only had the one-player mode up and running.

The game's viewed from overhead and the control system operates as if you were operating a remote-controlled car. Left on the joystick steers left; it doesn't necessarily mean that the car will move to the left of the screen. It depends on the direction the car's pointing. At first this is a tad confusing, especially if you're not a driver of a real full-size cars yourself. But you'll soon get used to the idea.

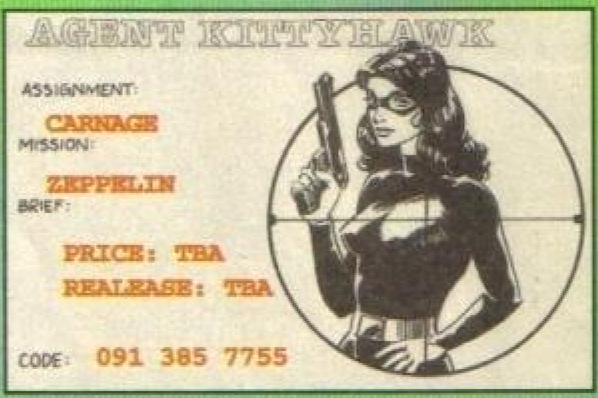
It's not just staying on the right track and going in the right direction that's the problem; avoiding the oil slicks and rain puddles takes skill too. The oil can send you spinning in completely the opposite direction and water often sends you crashing into the barriers.

If you do hit the walls, or other cars for that matter, your vehicle will suffer. There's a scale at the bottom that tells you how damaged you are (but the black smoke's a good indication of a car about to croak). If the car needs repairs, the solution's simple, just pull into the pits. Screech in there and after a couple of seconds you'll be able to speed on your way, in a much speedier car.

After a few minutes play I had to drag myself away from the joystick, as the workforce soon found out that the ringing in their ears was a false alarm. Unfortunately, I left it just a bit too late. I ran a corner and bumper straight into Zeppelin top bod, Darren Jobling. Quite how I got out of this mess, I can't reveal. Let's just say that I used my feminine wiles, and even managed to come away with a demo of the game!



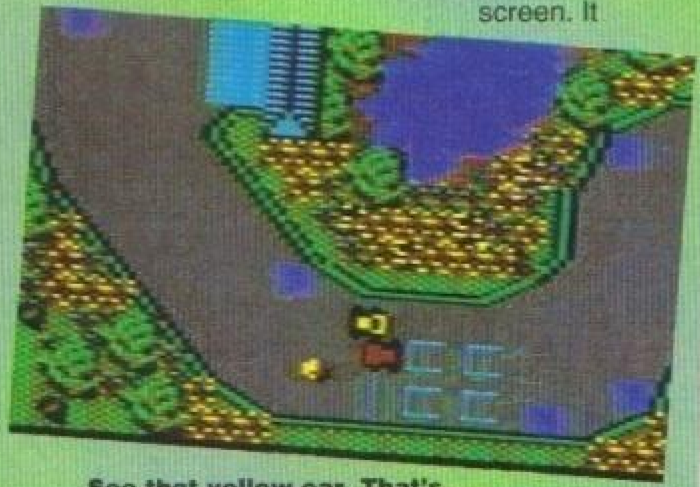
So this'll be the bit of the screen that tells me exactly how badly I'm doing. Why, gee, thanks pal!



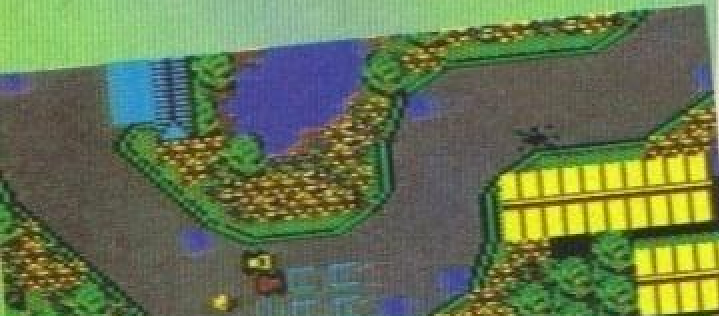
AGENT KITTYHAWK

ASSIGNMENT:
CARNAGE
MISSION:
ZEPPELIN
BRIEF:
PRICE: TBA
REALEASE: TBA

CODE: 091 385 7755



See that yellow car. That's you that is! © Newman and Baddiel 1992.

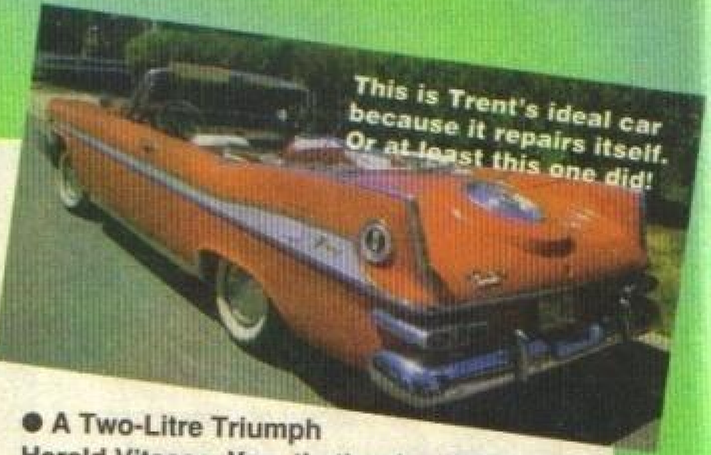


Watch out for that oil! Otherwise you'll find yourself slipping all over the place, which results in mucho damage.

HOT RODS

What would each member of the team like to cruise down the boulevard in?

- **Trent admits to having a yearning for an elderly red-head named Christine. "A '57 Plymouth Fury in fire-apple red – wow, dream machine"**
- **"A shiny green Beetle would suit me down to the ground," mumbles Dave between mouthfuls, "because it would be stumpy and round like me."**
- **Carrying on the 50s theme Ollie would love a Morris Traveller. You know, the ones that look like oak-beamed houses that have been turned inside out.**
- **Lisa loves to drive her white MG Midget. "There's only enough room for two people. Me and a bodyguard"**
- **Clur just lurves her VW beach buggy: "Bummer when it rains though!"**
- **A Two-Litre Triumph Herald Vitesse. Yep, that's what TMB would like. We're not sure why.**
- **Roger can't drive yet, so with his parents consent he'd like to have a new Raleigh Chopper, "as long as it's free!"**
- **Kitty's not actually keen on cars, but the bike she'd love to speed to work on is a sleek black Yamaha Morpho II. There's only one in existence so we don't reckon she should hold her breath.**



This is Trent's ideal car because it repairs itself. Or at least this one did!

California dreamin'. This is Clur's dream motor, a banana yellow Beach Buggy!

> ELSPA <
PENGUIN
CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

①

Straight in at number one – *Street Fighter 2*. Straight in at number two *Streetfighter 1*. It's a straight knockout as last month's number one is thumped back three places.

③
RANDY SAVAGE
ULTIMATE WARRIOR
HULK HOGAN
BRET HART
PLAYER 1
PLAYER 2

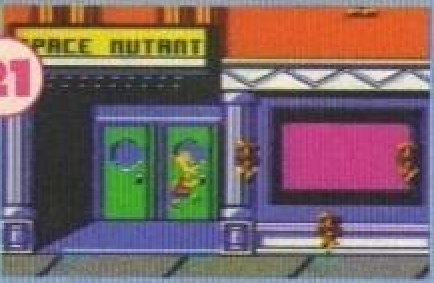
Another new entry at number three as the only men who can tights and make-up and not be mistaken for panto dames go on a *European Rampage*.

⑥

One of three *Dizzy* games in the Top 10 and one of seven in the Top 80. Will his popularity never end? Even Kylie is on the wane but the egg remains on the boil.

⑧

Hey pop pickers. Volcanic Island's very own funky, fiery mixmaster dude, *DJ Puff*, rebounds into the Top 10. Obviously this game is hot stuff.

㉑ 

Guess what you lot have been spending those christams vouchers on? – compilations. There are eight of 'em in the chart, with *The Dream Team* coming tops.

CF'S TOP 80 GAMES

1	**STREET FIGHTER 2** NEW	**US Gold**	**£12.99**	CF29 86%
2	**STREETFIGHTER** NEW	**Kixx**	**£3.99**	Not reviewed
3	**WWF EUROPEAN RAMPAGE** NEW	**Ocean**	**£10.99**	CF29 65%
4	**GOLDEN AXE** ▼	**Tronix**	**£3.99**	CF20 89%
5	**DIZZY PRINCE OF THE YOLKFOLK** ▲	**CodeMasters**	**£3.99**	CF17 91%
6	**CRYSTAL KINGDOM DIZZY** NEW	**CodeMasters**	**£9.99**	CF27 73%
7	**AMERICAN TAG TEAM WRESTLING** NEW	**Zeppelin**	**£3.99**	CF29 ??%
8	**DJ PUFF** ▲	**CodeMasters**	**£3.99**	CF22 88%
9	**LOTUS TURBO CHALLENGE** ▼	**GBH**	**£3.99**	CF21 90%
10	**DIZZY DOWN THE RAPIDS** ▲	**CodeMasters**	**£3.99**	CF17 91%

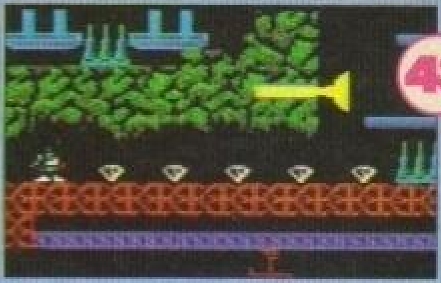
11	Arnie	Zeppelin	£3.99
12	Rainbow Islands	Hit Squad	£3.99
13	Italio '90	Tronix	£3.99
14	Test Drive 2	Hit Squad	£3.99
15	Spellbound Dizzy	CodeMasters	£3.99
16	F16 Combat Pilot	Action 16	£3.99
17	Buble Bobble	Hit Squad	£3.99
18	Fun School 2 Over 8s	Hit Squad	£3.99
19	Champ 3D Snooker	Zeppelin	£3.99
20	SCI	Ocean	£19.99
21	Dream Team	Ocean	£14.99
22	Souness Soc Manager	Zeppelin	£3.99
23	RoboCop	Hit Squad	£3.99
24	New Zealand Story	Hit Squad	£3.99
25	Super Off Road	Tronix	£3.99
26	Big Box 2	Beau Jolly	£16.99
27	Magic Land Dizzy	CodeMasters	£3.99
28	Toki	Ocean	£14.99
29	Slicks	CodeMasters	£3.99
30	International Tennis	Tennis	£3.99
31	Trivial Pursuit	Hit Squad	£3.99
32	Creatures	Kixx	£3.99
33	Emlyn Hughes Int Soc	Touchdown	£3.99
34	Summer Camp	Kixx	£3.99
35	Jack Niklaus Golf	Hit Squad	£3.99
36	Football Manager 3	Prism	£10.99
37	Manchester United	GBH	£3.99
38	Bubble Dizzy	CodeMasters	£3.99
39	Match of the Day	Zeppelin	£10.99
40	Fun School 2 6-8 Years	Hit Squad	£3.99
41	Quattro Megastars	CodeMasters	£3.99
42	James Pond 2	Millenium	£11.99
43	Captain Dynamo	CodeMasters	£3.99
44	RoboCop 3	Ocean	£14.99
45	Super Monarco GP	Kixx	£3.99
46	Superstar Seymour	CodeMasters	£12.99
47	Chase HQ	Hit Squad	£3.99
48	Batman The Movie	Hit Squad	£3.99
49	Dragon Ninja	Hit Squad	£3.99
50	Pitfighter	Hit Squad	£3.99
51	Super All Stars	CodeMasters	£12.99
52	Olympiad Collection	Microvalue	£3.99
53	SEUCK	GBH	£4.99
54	Trevor Brooking	E&J	£3.99
55	Souness Int Soc	Zeppelin	£3.99
56	Pro Tennis Tour	Hit Squad	£3.99
57	Santa's Xmas Caper	Zeppelin	£3.99
58	Silent Service	Kixx	£3.99
59	Treble Champions	E&J	£3.99
60	Shadow Of The Beast	Ocean	£19.99
61	Battle Command	Ocean	£14.99
62	The Addams Family	Ocean	£10.99
63	After Burner	Hit Squad	£3.99
64	Combat Pack 3	Zeppelin	£3.99
65	Viz	Tronix	£4.99
66	Operation Thunderbolt	Hit Squad	£3.99
67	Real Ghostbusters	Hit Squad	£3.99
68	Microprose Soccer	Kixx	£3.99
69	Turbo the Tortoise	CodeMasters	£3.99
70	Cabal	Hit Squad	£3.99
71	Last Ninja 3	Kixx	£3.99
72	Fun School 2 Under 6	Hit Squad	£3.99
73	World Champ Boxing	GBH	£3.99
74	Dalek Attack	Alternative	£7.99
75	American 3D Pool	Zeppelin	£3.99
76	Dizzy's Excel Ads	CodeMasters	£9.99
77	Space Crusade	Gremlin	£10.99
78	Multimixx 1 Golf	Kixx	£4.99
79	Total Recall	Hit Squad	£3.99
80	Smash TV	Hit Squad	£3.99

THE KEY

GOING UP ▲ GOING DOWN ▼ NEW ENTRY NEW STANDING STILL ▶

㉔

Some games just never go away. *New Zealand Story* proves you can't keep a classic down. Not so much over the hill, as over the other side of the world.

㊸ 

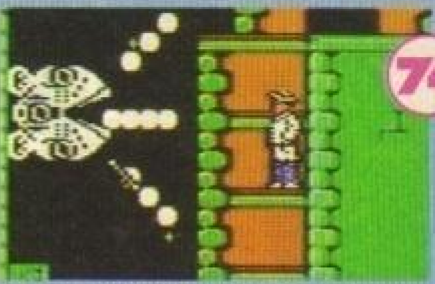
Also over a few dozen hills is *Captain Dynamo*, the world's oldest superhero, who crops up twice in the chart, 'cos he's also featured on *Super All Stars* (51).

㊻

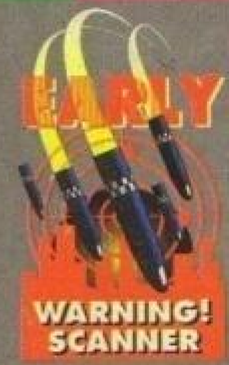
New in at number 46 is *Superstar Seymour* – yet another compilation! Roger's especially pleased to see that you're making use of these economy packs.

㊿
SELECT YOUR FIGHTER

Beat-'em-ups are obviously the order of the month but the re-released *Pitfighter* makes a rather less impressive entry than its street fighting cousins.

(74) 

The Daleks fail miserably to conquer the 64 charts. They might go higher next month, but the evil pepperpots aren't reknowned for their climbing abilities.


EARLY
WARNING!
SCANNER

I'LL BE BACK!

Ha, fooled you. You thought it had gone forever, but after a short break it's returned. Check out this month's Early Warning Scanner for the games that should hit the streets soon.

ALVIN AND THE CHIPMUNKS

Alternative

Loads of you voted for Alvin and his orthodontically over-endowed pals in the tie-breaker question of our But I Wanted A Bike compo (see p.47). Alternative had the same idea.

LEMMINGS

Psygnosis

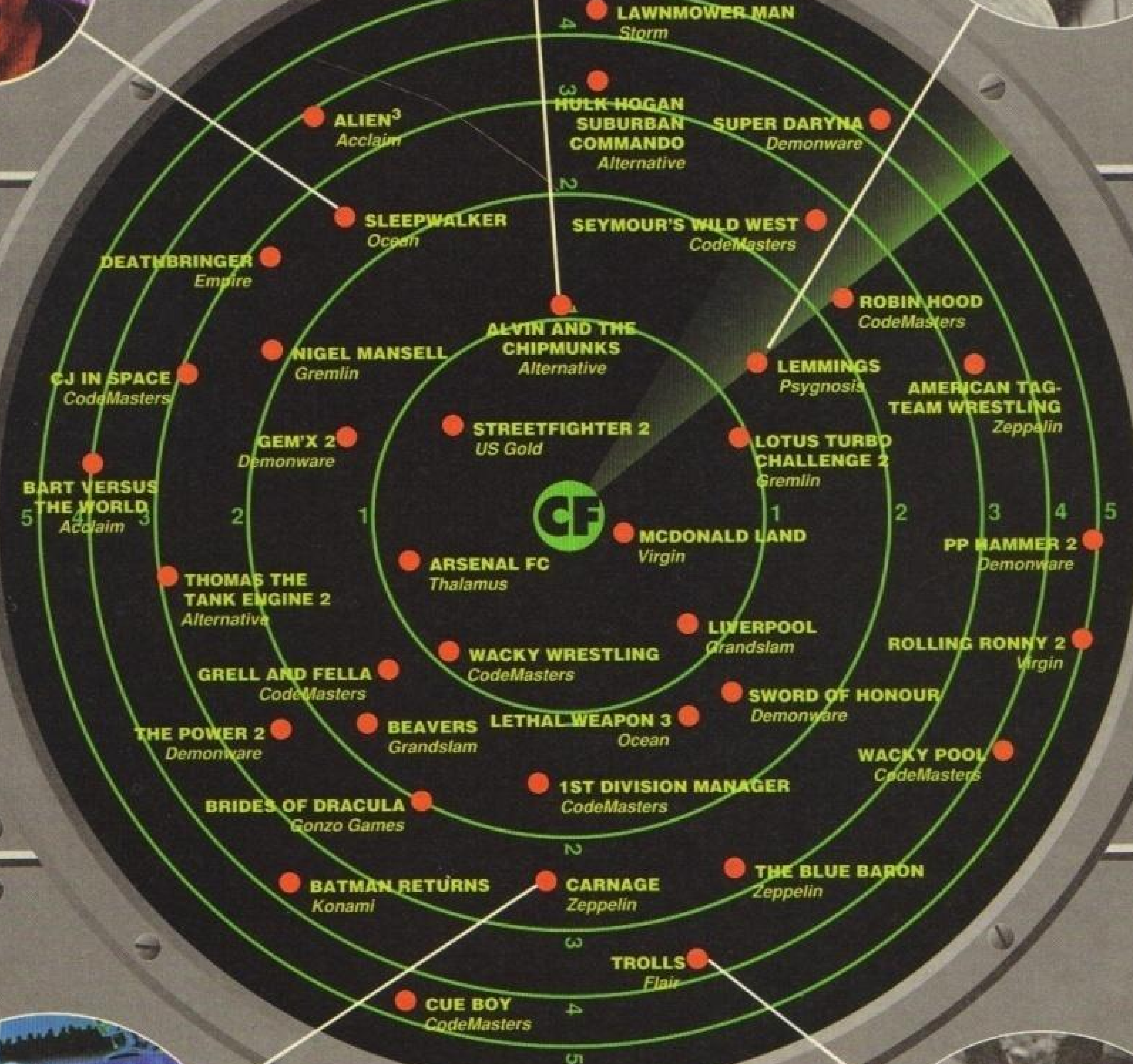
You can lead a lemming to water and it'll probably try to drown itself. So put on your Greenpeace badge and indulge in a spot of rodent rescuing.

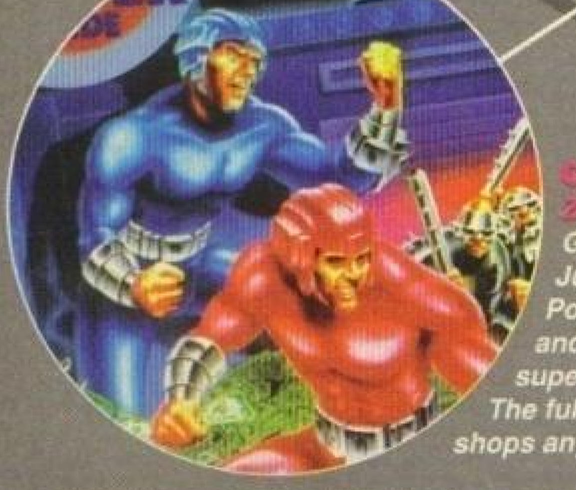
SLEEPWALKER

Ocean

It had to happen! (No, it didn't – Ed.) *Well it has, anyway! Sleepwalker's the official Comic Relief game, tying in with Red Nose Day on March 12th.*

Yet again some of the pictures on the scanner may seem a bit odd. But there's a reason for each one. If you can work out the connections between the pictures and the games, jot them down and send them to us marked Connect Five. If you're right and the first name picked out of the Ed's deerstalker on March 5th 1993, you'll find a nifty prize on its way to you.


CF
1
2
3
4
5
LAWNMOWER MAN
Storm
HULK HOGAN SUBURBAN COMMANDO
Alternative
ALIEN³
Acclaim
SUPER DARYNA
Demonware
SLEEPWALKER
Ocean
SEYMOUR'S WILD WEST
CodeMasters
DEATHBRINGER
Empire
ROBIN HOOD
CodeMasters
ALVIN AND THE CHIPMUNKS
Alternative
NIGEL MANSELL
Gremlin
LEMMINGS
Psygnosis
CJ IN SPACE
CodeMasters
AMERICAN TAG-TEAM WRESTLING
Zeppelin
GEM'X 2
Demonware
STREETFIGHTER 2
US Gold
LOTUS TURBO CHALLENGE 2
Gremlin
BART VERSUS THE WORLD
Acclaim
MCDONALD LAND
Virgin
PP HAMMER 2
Demonware
ARSENAL FC
Thalamus
THOMAS THE TANK ENGINE 2
Alternative
LIVERPOOL
Grandslam
ROLLING RONNY 2
Virgin
WACKY WRESTLING
CodeMasters
GRELL AND FELLA
CodeMasters
SWORD OF HONOUR
Demonware
THE POWER 2
Demonware
BEAVERS
Grandslam
LETHAL WEAPON 3
Ocean
WACKY POOL
CodeMasters
1ST DIVISION MANAGER
CodeMasters
BRIDES OF DRACULA
Gonzo Games
THE BLUE BARON
Zeppelin
BATMAN RETURNS
Konami
CARNAGE
Zeppelin
TROLLS
Flair
CUE BOY
CodeMasters



CARNAGE

Zeppelin

Go on! Have a test drive. Just whack this month's Power Pack in your datassette and load up Carnage for some super-fast, car-wrecking action. The full game should be in the shops any time now

TROLLS

Flair

In case you didn't know, Trolls are those ugly, hairy toys that were rubbish in the 70s and are still rubbish now. And soon they'll have their own game, too. Let's hope it's a blast-'em-up.

While you're all lazing about in front of your cosy fires, the CF crew is off to Norway for an action-packed winter sports holiday. Trenton reckons it'll do 'em all good after the excesses of the festive season, but not everybody is quite entering into the athletic spirit…

POWERPLAY

TRENTON WEBB

Slalom skiing is the sport for our beloved Ed. "I can imagine myself speeding down the slopes hot on the tail of Ingemar Stenmark. He's said to be the greatest skier ever. But when I hit the piste I'll knock the Swedish twerp into historical ambiguity." Clur reckons Trent would be better in the ice relay: "He's very good at passing the buck."

'CLUR' HODGSON

"Erm, let me see – what do I excel in? What are my talents? Violent behaviour, hatred of most earthly life forms and being completely devoid of a conscience….I know, ice hockey. Yep, ice hockey, I'd enjoy that, a sport with a nicely vicious competitive edge. Too much padding for my liking, though."

ROGER FRAMES

The only winters sport anyone has seen Roger partake in is a bit of tea-tray tobogganing. "Mum wasn't very happy, so I had to buy her a new tea-tray with the money I got from hiring it out. Debit made a great reindeer. It's just a pity I didn't have any horns to strap to his head – all I could find were a couple of stainless steel forks!"

ANDY ROBERTS

Andy reckons figure skating sounds right up his ravine but we think he's got the wrong end of the icicle. "Yes, I've always been into figures. Numbers hold a certain fascination for me. So to be able to combine the beauty of applied mathematics with the elegance of skating sounds very exciting." Erm, yes, Andy.

OLLIE ALDERTON

"Snowboarding has a definite appeal, but football on ice would be even better. Wow, what a game that would be." Ollie blurted on about five-a-side-on-skates and record-breaking sliding tackles for three hours until Dave reminded him that mixing footballs with extremely sharp footware would not be a very good idea.

LISA NICHOLLS

"Being an art connoisseur and having a loathing of anything violent or overtly competitive my favourite winter sport is, without doubt, Ski Ballet. Of course, I wouldn't actually take part, I would just hire the best skaters in the world, and do a bit of choreographing, then watch from the sidelines, wearing a lovely, warm coat (not real fur, though)."

DAVE GOLDER

"Sports aren't really my thing, especially anything that involves being cold. (*Southern wuss – Clur*). But if forced I might be one of the middle men in a bobsleigh team – they don't seem to do much, and I could stick a packed lunch under the seat and eat it on the way down. Well you need to build up an extra layer of blubber in winter."

THE MIGHTY BRAIN

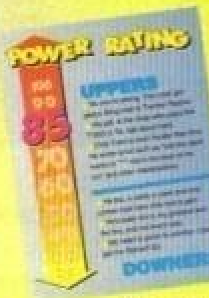
"Snow? Interesting subject. Did you know that no two snowflakes look the same under a microscope, and that the deepest snow fall ever recorded was 37ft 7 in. And that snow is formed by…" Oh shut up. What we want to know is what winter sport you plan to take part in? "Sport, me? You must be joking!" (*It was a long shot – Ed.*)

Bits'n'Bobs

Okay, so *CF*'s review system isn't complicated. But, just for the record, here's how it works (in case you've suddenly lost your senses, or are in detention on the last Wednesday before a new copy of *CF* and you've read everything else in the old one).

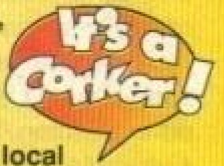
We tell you exactly what we reckon are the good and bad points of each game. Easier than falling off a very slippy log.

CF RATINGS



Also dead simple are these box-type thingies. They're at the end of every review and show you at-a-glance what the most important positive and negative factors about the game are.

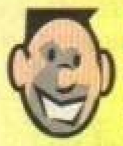
Next to it is a percentage rating mark. 90 per cent or more means that the game is officially a Corker, and we don't give that prize away to any old trash.


It's a Corker!

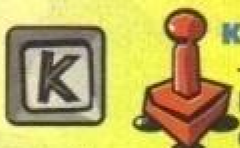
It also means that if you don't rush out down to your local software store and hand over your dosh immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. Such is life.

GAME ICONS

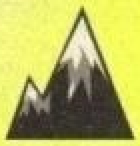
Weird things these. We inherited them from editors past and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?



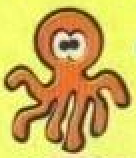
FACE – Number of players. One face – one player; two faces – multi-player. See, easy peasy.



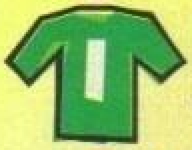
KEYBOARD/JOYSTICK – Control mechanisms. Important to know if you don't have a joystick



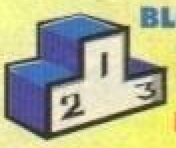
MOUNTAINS – She'll be coming round the difficulty levels when she comes.



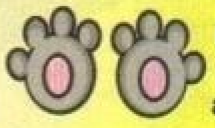
OCTOPUS – Eight-legged squidgy things with suckers signals a dreaded multiload.



GOALIE'S SHIRT – What do goalies do? Yep, a shirt means there's a save option.



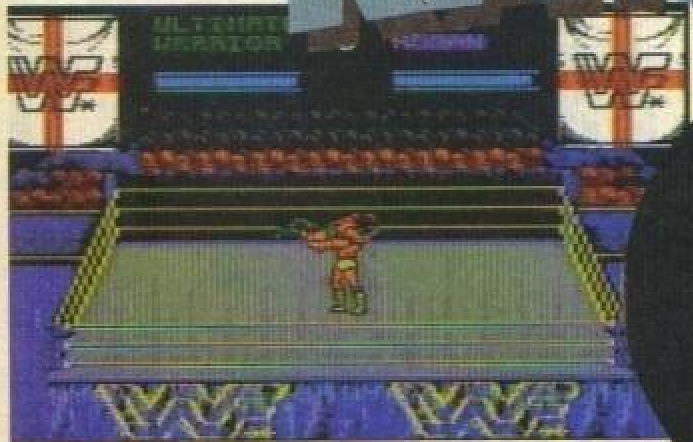
BLOCKS – Not the blocks that baby's always stick in their mouths but an indication of a hi-score table ahoy.



PAWS – Pause mode. This just has to be the most awful pun in the universe.

WWF EUROPEAN RAMPAGE

In the red corner, it's the spangly-tights brigade's latest outing on the C64. In the blue corner, Dave Golder. And they're ready to come out fighting.

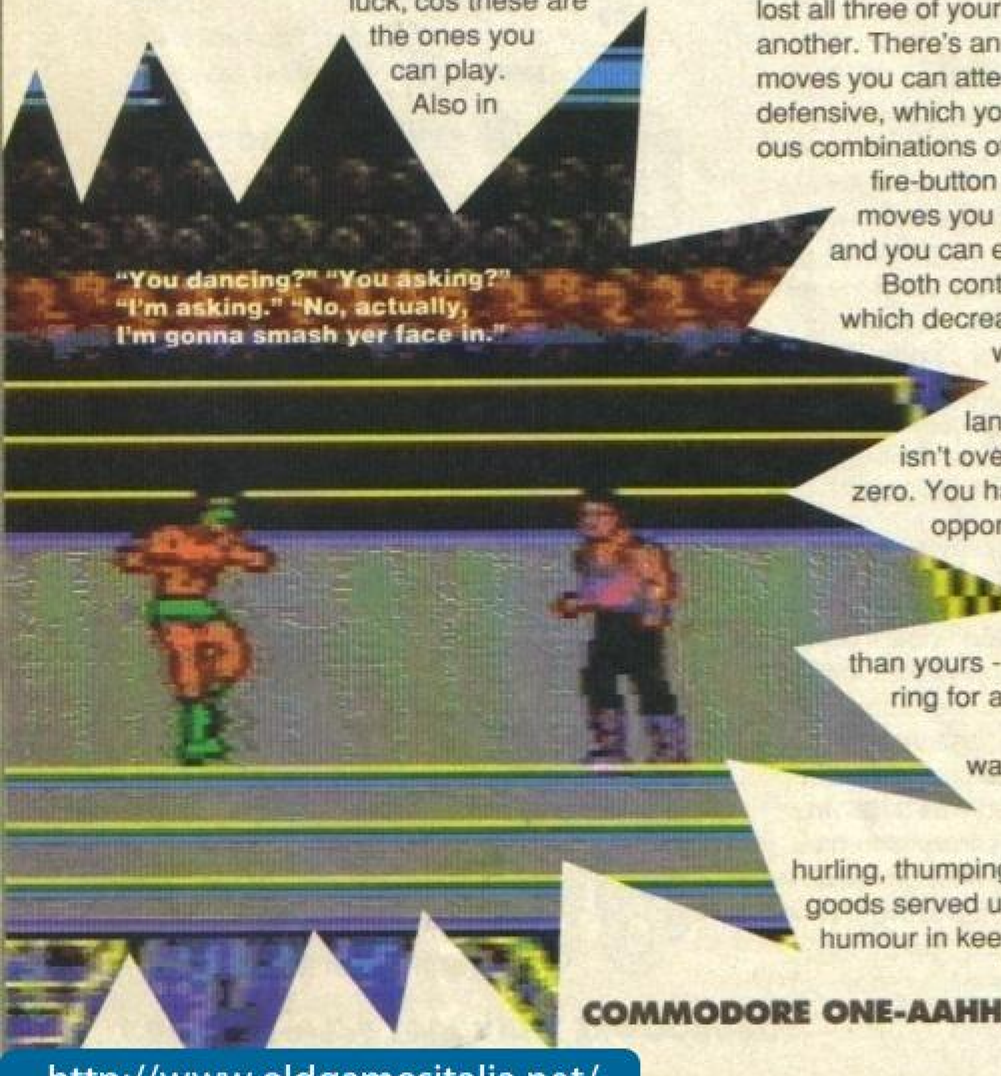


The lights dim. The music begins. The stars of the evening's entertainment appear in the spotlights, resplendent in ornate make-up and luridly-coloured tights. Now all they've got to do is remember all those carefully-rehearsed moves.

Well, that's enough about that soppy ballet Lisa dragged me see the other evening. What about *WWF European Rampage*?

Apparently some time last year that WWF lot came to Europe and went on a rampage, although the only real damage they inflicted was on our ears by releasing that awful Oooh-wooo-oooh-wooo *Slam Jam* record. And so, to cash in on, erm, commemorate this momentous event we have *WWF European Rampage*.

If your favourite WWF wrestler is either Hulk Hogan, The Ultimate Warrior, Bret 'The Hitman' Hart or Randy Travis you're in luck,'cos these are the ones you can play. Also in the game are IRS, Sags and Typhoon, but they're all computer-controlled and only pop up in one-player mode, the play options being two-player practice or one-player tournament. Two-player mode can be used either to have a bash-about with a mate or practice your moves, which is something you need to do when you first play the game if you don't want to end up pinned to the floor so often you get mistaken for a wall-to-wall carpet.



"You dancing?" "You asking?" "I'm asking." "No, actually, I'm gonna smash yer face in."

Basically the one-player competition mode is just a series of bouts against the computer-controlled wrestlers. You play them in one country, then (as long as you haven't lost all three of your credits) you move on to another. There's an impressive range of moves you can attempt, both offensive and defensive, which you instigate by using various combinations of joystick movements and fire-button jabbing. For a lot of the moves you need to be running first, and you can even rebound off the ropes.

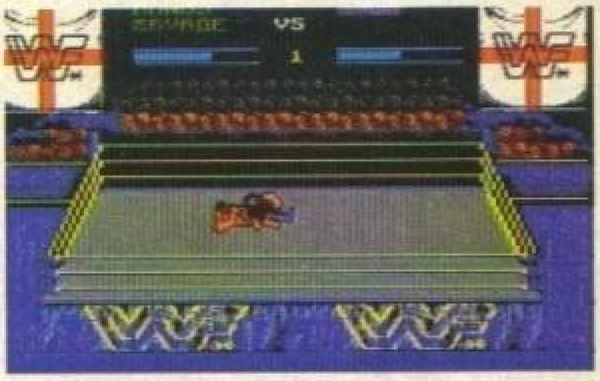
Both contenders have a status bar which decreases as they're hit (or when they lunge at an opponent, miss and land badly). But the game isn't over when one of them hits zero. You have to either pin your opponent to the floor for a count of three – which is easier when their energy is significantly lower than yours - or keep them out of the ring for a count of nine.

Now, the original game was quite a jolly little affair. As beat-'em-ups go it supplied the heaving, hurling, thumping, pounding, crunching goods served up with a healthy dose of humour in keeping with the over-the-top style of the sport. One of its best points was that little icons appeared at the bottom of the screen telling you what to do with your joystick if you got yourself into a (slam) jam.

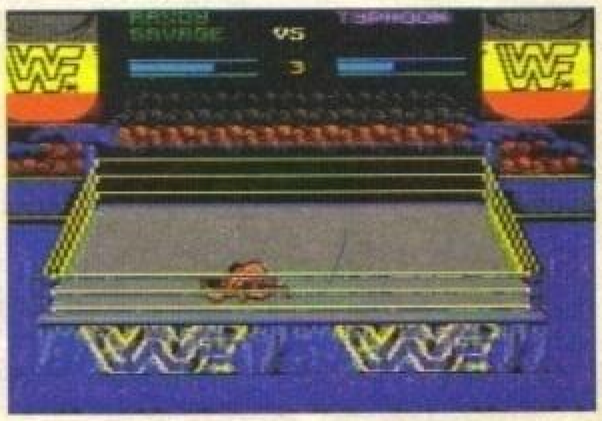
European Rampage has done away with this nifty control system, along with just about everything else that raised the original above your average beat-'em-up. And it's replaced them with, erm, well nothing really. What's left can be described as average at best. While it's all very competently coded, with some smooth animation and great graphics, it's got all the gameplay of those executive toys with metal balls that hit each other.

It simply isn't very exciting. In competition mode you just plod from one bout to another, and they're all pretty much the same. You can use the same tactics in each because there's no difference in the way the opponents attack. Two-player mode is undermined by the fact that there's no scoring system and consequently no high score table, so you can't keep track of which mates you've clobbered the most.

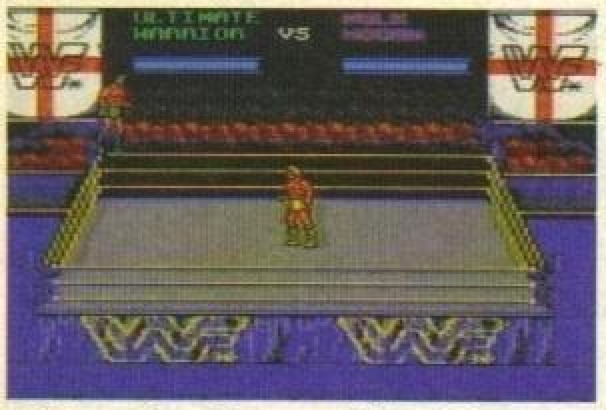
There are also some niggly faults with the actual fights. Your opponent loses more



Randy Savage pins Sags to the ground after lying about one of contact lenses popping out.



The Typhoon isn't as daft as Sags, but still daft enough to fall for the same trick.



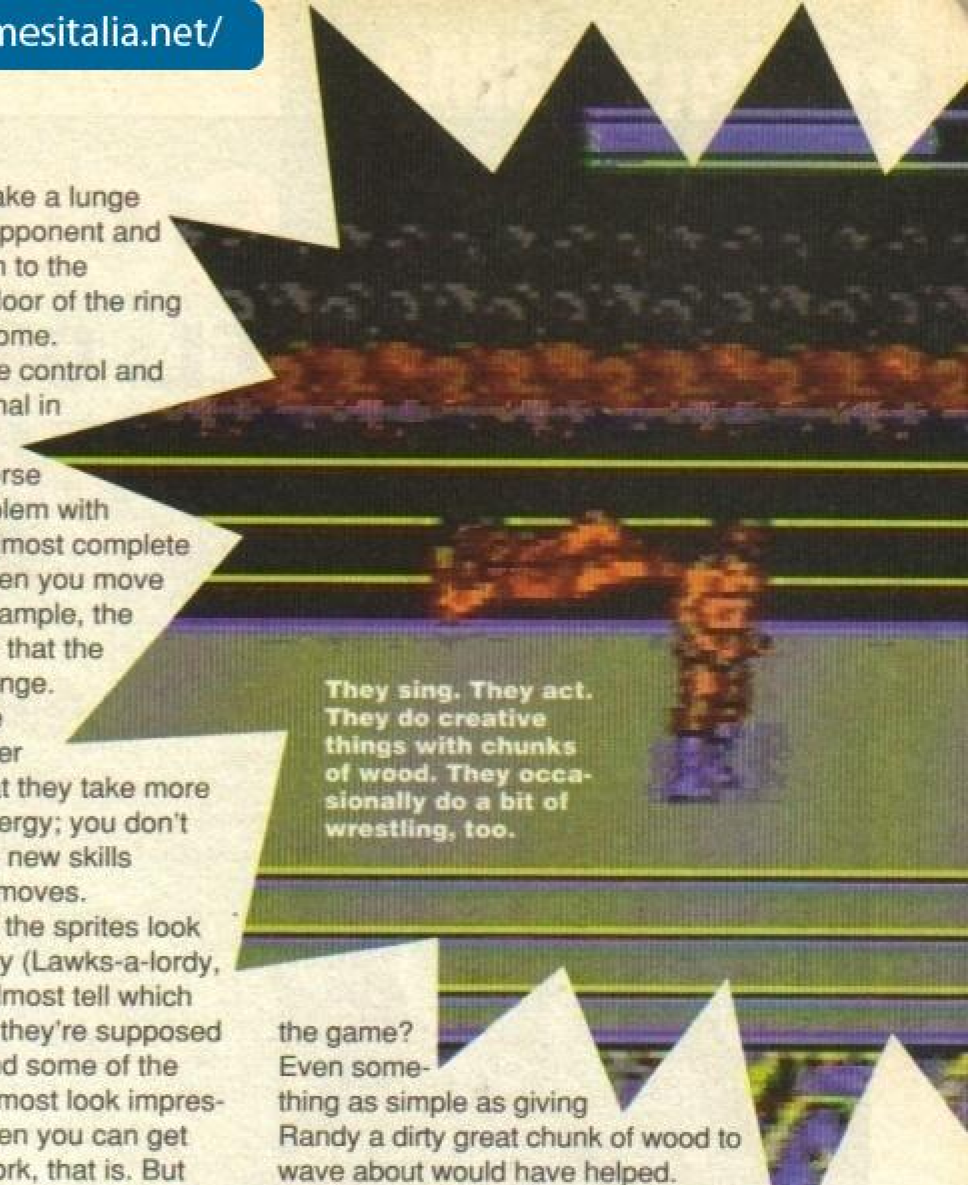
Hulk's confused because Ultimate has cunningly disguised himself as a cornerpost.

energy if you punch and kick him than if you knock him down or throw him, which hardly seems in the spirit of wrestling. Surely the more impressive moves should be awarded (after all, wrestling is more about style than actually hurting anybody). The bouts become wars of attrition, in which you just waggle and punch the fire-button as much and as fast as possible and hope that your opponent wears out before either your wrist or your joystick does. There's little point in attempting anything more flashy because you're not rewarded for it.

Another problem is that both wrestlers have to be on the exact same horizontal plane to make contact with each other. But in the middle of a bout you haven't got time to get your ruler and set square out, so you often make a lunge only to go flying past your opponent and lose energy when you crash to the ground. A faint grid on the floor of the ring would have been very welcome.

But the drawbacks in the control and fighting system aren't terminal in themselves – they aren't perfect, but there is a lot worse around. The overriding problem with *European Rampage* is its almost complete lack of frills and variety. When you move to a different country, for example, the only on-screen difference is that the flags in the background change. Whoo-as-they-say-pee! The opponents do become harder to beat, sure, but only in that they take more hits to deplete their energy; you don't have to learn any new skills or adapt your moves.

Okay, so the sprites look pretty funky (Lawks-a-lordy, you can almost tell which wrestlers they're supposed to be!) and some of the moves almost look impressive – when you can get them to work, that is. But the game hasn't got any character, which is a shame when the characters it's based on are so over-the-top they make The *Rocky Horror Picture Show* look like *The Sound of Music*. Surely it wouldn't have been too difficult to inject a bit of humour into the game? Even something as simple as giving Randy a dirty great chunk of wood to wave about would have helped.



They sing. They act. They do creative things with chunks of wood. They occasionally do a bit of wrestling, too.

It seems distinctly odd to have a sequel that actually offers less than the original game. There's only so much that can be done with the actual fighting systems in beat-'em-ups of this type, so it's the aesthetics and the structure of the competition that make the crucial difference to the playability. *European Rampage* sadly fails the fitness test on both counts, which is a shame, because the actual fights, while there's a room for improvement, are reasonably entertaining in the short run. But there's nothing to keep you going back for more.

The *WWF* mob have definitely been knocked down for the count by that *Street Fighter* bunch this time around.

DAVE

WWF EUROPEAN RAMPAGE
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POWER RATING

100 90 80 70 **65** 50 40 30 20

UPPERS

- The wrestlers are well drawn and animated.
- There's a wide range of moves to try out.

- There is a complete lack of frills or humour.
- The control system is very poor.
- No sense of progression – it's just one slug after another.

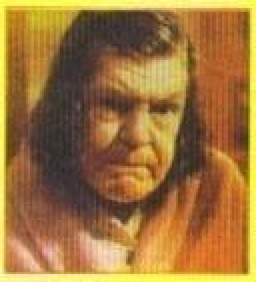
DOWNERS

MEET THE WWF STARS

HULK HOGAN – A true multi-media megastar, Hulk's also a famous film star. Favourite line: "Erm, where's the script gone?" Special move: The pile driver. Best defensive move: Showing opponents videos of *Suburban Commando* just before a fight – it leaves them totally brain dead.

HACKSAW JIM DUGGAN – James, as he's known to no-one in particular, has an affinity for large chunks of wood. Favourite line: "Wooowwwarrr!" Special move: Hitting people with a large chunk of wood. Best defensive move: Carrying a large chunk of wood around with him.

THE HAIRDRESSER – Otherwise known as Eddie Swiss Army Knife Fingers. Favourite Line: "I'll cut you don't to size – but don't take it personally, because it's just angst caused by being a social outcast." Special move: The short-back-and-sides. Defensive move: The Two-fingered salute.



MEAN MAMA MABEL – The only woman in WWF, 'cos everyone was too scared to tell her women weren't allowed. Favourite line: "Eat your greens or I'll have you for desserts." Special move: Looking at opponents. Best defensive move: Looking at opponents.

THE GLAM SLAMMER – Favourite line: "I'm the Leader of the Gang, I yam." Special move: Dazzling opponents using his glitter jacket to reflect the spotlights into their eyes. Best defensive move: Wearing 20-foot high platform shoes so that no-one can reach him.

THE MAJOR – A strange figure who dresses entirely in grey. Favourite line: "I really don't think that's a very good idea." Special ability: boring opponents into submission. Best defensive move: Doesn't need one – everyone ignores him anyway.

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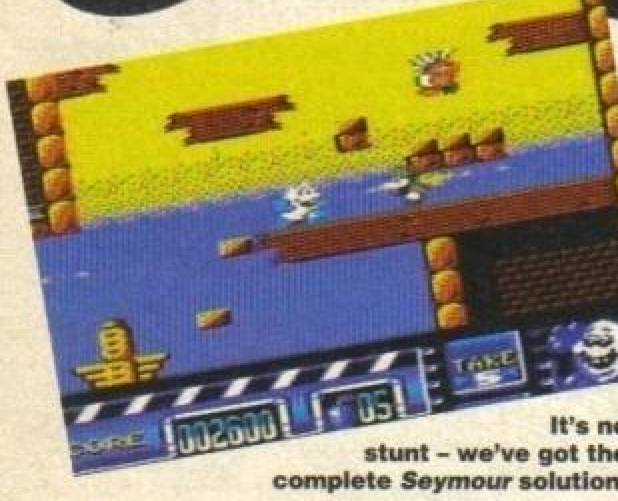

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Tip Dip STUNTMAN SEYMOUR DEMO

Power Pack 26

Still struggling with this marvel of CJ variants? Fear not, Grantham's very own Stuart Proctor comes to the rescue with this fine solution. From the start: go right • kill the Indian and the Mouse • jump right • down-right • kill indian • down • collect money bag • down • kill cowboy • left • down • kill cowboy • left • up • down • jump left • kill cowboy • down • jump right • kill Indian • down • kill cowboy opposite • down • kill cowboy • right • up • down • kill cowboy • right • kill cowboy • climp up Totem Pole • up right • up right • kill cowboy • kill indian (use bomb) • up, left • up left • up left • get on moving platform • kill cowboy opposite • jump up and kill next cowboy • down right • down right • left • kill indian • left • kill cowboy • down • kill indian • kill cowboy • right • get money bag • up • kill indian • jump right • up totem pole • kill cowboy • jump down right • up • kill cowboy • get money bag • up • left (on moving platform) • up • right • kill Indian • right • jump down right • kill cowboys • kill indian • right • down • kill Indian • left • down • right • get the contract then prepare to meet the end-of-level bad guy – defeat him to complete the demo!

Tip Dip TWIN TIGERS

Power Pack 26

Here's a cheat (of sorts) for all you Action Replay owners out there. Start the game and press the 'Freeze' button, then press 'K' to enter the sprite killer. Now press 'C' to select both. When the 'occurrances' message appears, press any key to exit, then F3 to restart the game – with no collision detection! Buckets of thanks to young Michael Stallard for that gem (which actually works on every *SEUCK* game!).

Tip Dip BATTLE COMMAND

Ocean

So the spiffy tips in *CF*26 weren't enough, eh? Then tuck into this hearty feast of level codes, cunningly styled by Andy Gray. Yum.

I0G8CG1050
I2O7CI4370
K0O7CIKJ50
600CCQPJ20
0AI7DQPB80

Tip Dip PACK CRACKIN' 2

Familiar tipster Richard Beckett pops up again, this time with a dainty selection of POKEs which escaped the Power Pack POKEs page in *CF*26. For the novices out there, freeze the game using an Action Replay cartridge, press 'E' to enter the pokes, and then restart the game using F3.

PIG TALES
Power Pack 2

```
POKE 31990,165
POKE 39922,165
POKE 47773,165 - Infinite lives
```

GUTZ
Power Pack 3

```
POKE 48406,165 - Energy
```

ROBOCOP 2
Power Pack 4

```
POKE 7126,165 - Time
```

SHOCKWAY RIDER
Power Pack 5

```
POKE 16317,173 - Time
```

CHIP'S CHALLENGE DEMO
Power Pack 6

```
POKE 23922,165 - Infinite lives
```

STAR CONTROL DEMO
Power Pack 6

```
POKE 41469,189
POKE 40909,173
POKE 44665,173 - Infinite fuel
```

F1 GP CIRCUITS
Power Pack 10

```
POKE 4144,173 - Infinite fuel
```

DANDY
Power Pack 15

```
POKE 8025,189 - Infinite keys
POKE 11835,189 - Infinite lightning
```

ELVIRA
Power Pack 15

```
POKE 11196,173 - Infinite energy
```

INDY HEAT
Power Pack 17

```
POKE 11683,189 -
Infinite turbos
```

EURO FOOTBALL DEMO
Power Pack 21

```
POKE 34825,165 -
Infinite time
```

HELP THOSE IN NEED

You could queue for days and days, you could crawl through broken glass with your flies undone, you could even try bribery, but you won't get a software voucher, no way. Instead, try sending your maps, tips, solutions, POKEs and other such items to: Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

REGULARS

TIP DIP 19
We're not the only one who can discover the old POKEs, cheats and tips. Here's where you get the chance to show off.

FRAMEBUSTERS 24
All sorts of budget releases get the Gamebusters treatment.

SAMARITAN'S CORNER 30
The last resort. If you have a particular gaming problem, write to Andy and he'll sort it out for you (or get someone else to.)

MAPS AND SOLUTIONS

WINTER CAMP 20
Wanna know how to become an instant world champion in every event?

SPELLBOUND DIZZY 26
The bits we didn't tell you last issue.

BATMAN THE CAPED CRUSADER 26
Everything you need to know to save Gotham City – twice! We show you how to pulverise the Penguin and then jail the Joker.

OTHER GAMES BUSTED THIS ISH...

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Last Ninja	30
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One Man And His Droid	24
Panther	24
Pig Tales	19
Pod	24
Rainbow Islands	30
Red Heat	30
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Southern Belle	19
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Stuntman Seymour	19
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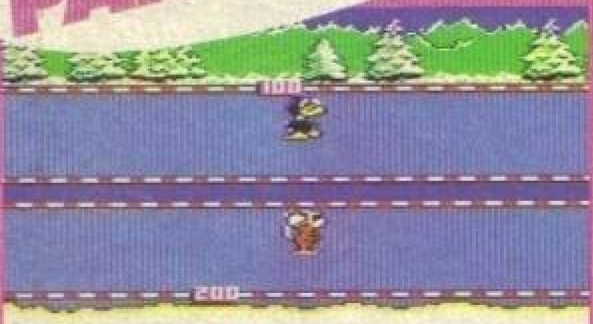
The Muncher	24
Twin Tigers	19
Wizball	30

WINTER CAMP

PART ONE

Maximus Mouse's second outing is quite a chilly challenge, so what better than an exclusive player's guide straight from the programmer, John Ferrari? (That's a rhetorical question, by the way – Ed.)



LEVEL 1

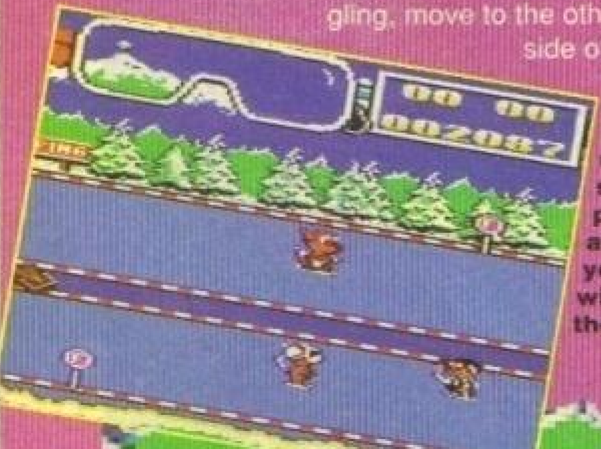
SKATE SCHOOL

The first race is intended purely as a practice run before the other two races, so it's vital to work out EXACTLY how to control Maximus.

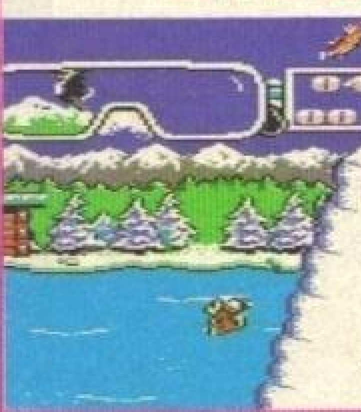
For the first race, gently waggle the joystick to keep the pointer under the ACCELERATE icon (the second from the right) then stop waggling momentarily and try to keep the pointer between the middle two icons. Waggle too fast and Max will stumble; waggle too slowly and he'll stop dead – a nice, steady rhythm is essential.

The second race is a little trickier, as Max has a rather nasty opponent with which to contend. Build up speed and keep skating along as usual – but be sure to stay at the top or bottom of the lane. When the other chap fires a mousetrap towards Max, stop waggling, move to the other side of the lane, then resume waggling. If you do run into a trap, waggle the joystick like crazy!

The third race is quite similar to the previous one, only this time the opponent is a rooster-esque chap with an ice-melting blowtorch. The same tactic applies: stay at the top or bottom of the lane, moving whenever a flame hits the ice.



Keep up a nice steady pace and you'll win in the end!



LEVEL 2

Failure as a member of the Ice Patrol leads to an avalanche, so be quick!

Leap that hole, like now!

THE ICE PATROL

This level relies quite a lot on forward thinking, and it also helps if you have a mate on hand to tap the space-bar to change objects (listed below). It isn't essential to use (or pick up) every object, but it makes things much easier – especially with the killer time limit. You don't need to rescue every helpless creature either, but it does make the end-of-level baddie easier to kill. Time to get your skates on. From the start:

Move slowly towards the bottom of the screen. Pick up the SPRING, then immediately press fire to jump the approaching hole. Pick up the SNOWMAN, then slow down and move up to the top of the screen. Keep a lookout for the hockey player, then chuck a snowball at him when he's on the same level. Collect the flag that appears next, then go around the back of the icehole and throw back the fish that jumps out of it.

Quickly move down to collect the fallen skater, then select the SPRING and jump the icehole. Switch back to SNOWBALLS and dispose of the next hockey player, nip down and grab the stones, then switch back to SNOWBALLS to get rid of the next hockey player. Nip down for the flag, pop back up to rescue the fallen skater, then grab the UMBRELLA. Move up to avoid the stones, ignore the bomb (ie, DON'T pick it up!), then select the UMBRELLA and move into the middle of the screen; you'll deflect the snowball that's thrown at you. Go up for the fish, then straight down again to avoid the bear. Rescue the spinner, then select the UMBRELLA.

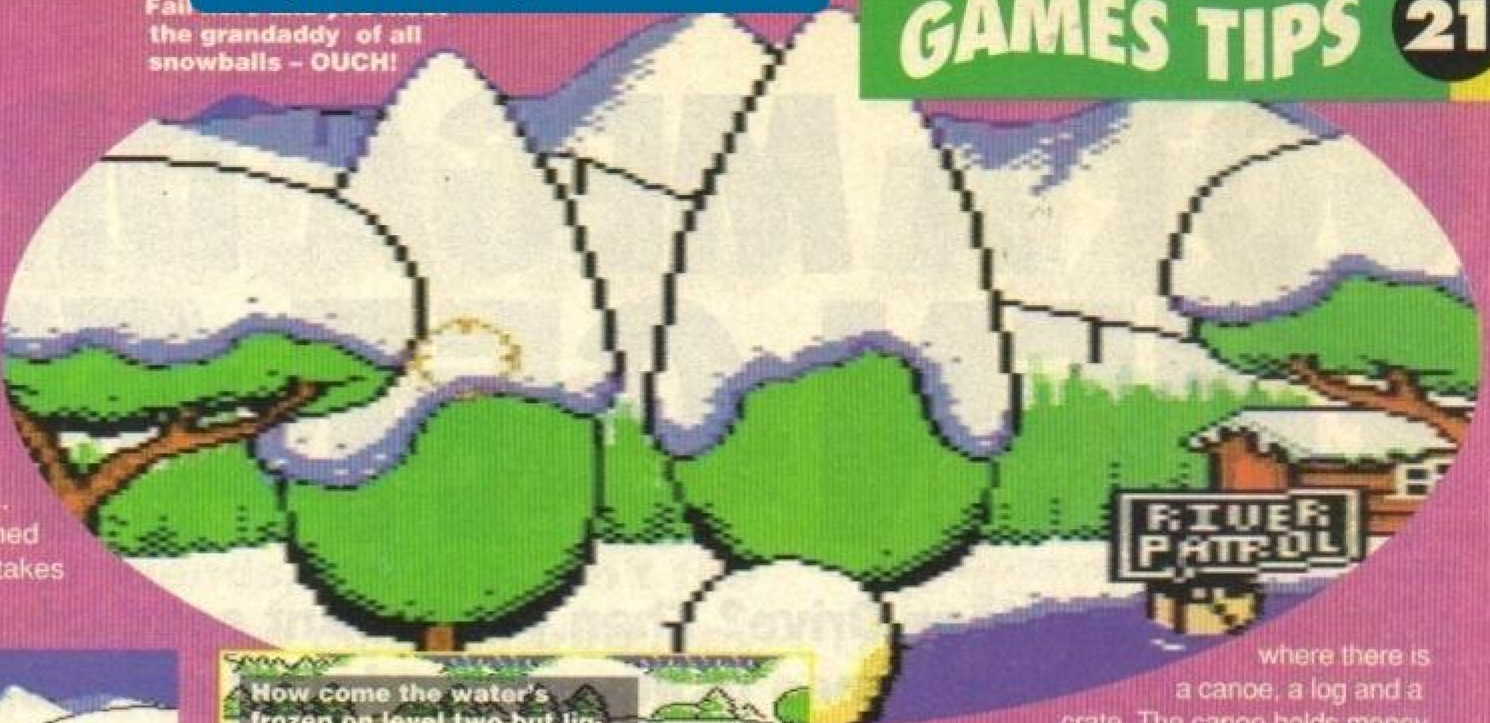
Now go up and get the BASEBALL MIT (at which point the umbrella will be dropped) and go down for the flag.

Ignore the bomb again, then use the MIT to deflect the two fighting skaters. If you still have the broom, use it to deflect the stone (or just dodge it). Now select the SPRING and jump the long hole and rescue the spinner – this is both tricky and dangerous. Move slowly around the skaters and go down for the flag, then straight up again for the fish. Now move very slowly between the iceholes (avoiding the hockey player) to rescue the fish, then beat a hasty retreat.

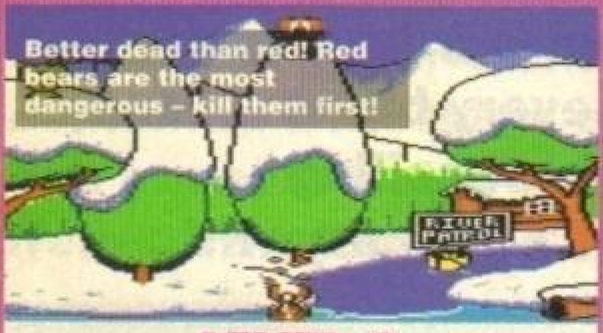
Go down for the flag, up for another flag.

then move down and collect the bomb (it doesn't matter what object you drop).

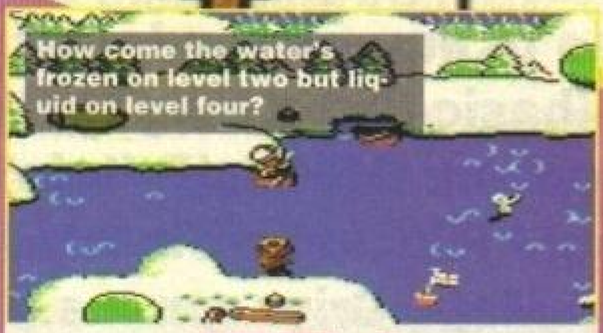
To kill the final baddie, use this technique: wait until he's level with Maximus, then fire a bomb over his head. Now run right and bump into him; this will push him into the exploding bomb. As he crosses the bomb press fire again... etc... until he croaks. If you've performed all the rescues, the baddie only takes three or four hits to kill.



Fal [illegible] the grandaddy of all snowballs – OUCH!


Better dead than red! Red bears are the most dangerous – kill them first!

LEVEL 3


How come the water's frozen on level two but liquid on level four?

LEVEL 4

THE SNOW FIGHT

This one is a little different to other levels in the game, demanding faster trigger action. (*It's similar to Ocean's* Cabal *– Ed.*) Keep Max in the centre of the screen as much as possible – that saves you having to move the cursor around too much.

Each time a bear appears, it changes colour. First they are yellow, then pink and finally red. The bears throw snowballs and rocks which break the ice, so shoot them at the earliest opportunity; shoot pink bears before yellow bears and shoot red bears before anything else. When a bear is hit, it returns to yellow – hit it four times and the bear will drop from the tree.

From time to time, collectable objects appear. Pick up the flags for extra time and collect the paint-brush to make all the bears yellow.

You throw snowballs but they throw rocks. Not really very fair is it?

RIVER PATROL

WHAT'S THE OBJECT?

Just in case you don't know what to use the objects for, here's a resumé...

SPRING – Jump over holes.
BROOM – Deflects curling stones.
SNOWMAN – Snowballs.
BOMB – Ammo for the final baddie.
UMBRELLA – Deflects the snowballs (ONCE only).
BASEBALL MIT – Catches the skaters (ONCE only).
FLAGS – Extra time.

Max can only carry three objects. If another object is collected, then it will be swapped with the item currently selected.

RIVER PATROL

From the start, go up and collect the sardines, then move down and wedge yourself behind the bump. Throw the sardines to stop the beaver at the bottom. Go around the beaver, collect the flag, move up and get the other flag, then move down for the third. Go to the top and stop the beaver, if necessary, then collect the first telephone (use this if you lose your boat).

Go down and rescue the struggling duck then go up and stop the beaver with the sardines when it's away from the island. Go up and around the island for a flag and a rescue. Go down and get the crate which holds the FOOTBALL, then paddle backwards and up to get above the island – use the FOOTBALL to shoot the crate on the waterfall (pick this up). Go straight down and back for a crate containing a time bonus then go right for a rescue.

Your path will now be blocked by a radio-controlled hovercraft. Go as far right as possible until a crate comes into sight. Shoot it with a sardine and collect the crate as it comes by. Use the TELEPHONE inside to deal with the hovercraft.

Go up for another rescue, down for a flag then up towards the next major obstacle – the seal. Use the fishing rod to catch a fish then throw it at the seal. When the seal has a fish it will stop flicking snowballs.

Go back down and around the island, select the second TELEPHONE then pick up a crate on the jetty – this swaps the second telephone with the third. Go right for another rescue, use the third telephone to remove the dam at the top of the river, then go up and collect the two flags. Now go straight down to the point where there is a canoe, a log and a crate. The canoe holds money. Shoot the log and collect the crate that appears for a time bonus then pick up a crate to collect a football. You should now be holding the HONEY, a FOOTBALL and a FISHING ROD.

Go up and around to the impassable waterfall and start fishing. Throw the resulting fish up to the left. The beaver at the top of the screen will wake up and eat through the tree which will fall and bock the waterfall, allowing you to pass.

Go to the bottom of the screen and wedge yourself at the bottom just left of the duck. Select the football and shoot the slice of bread to the right of the girl and continue. At the top of the screen there's a crate containing a time bonus – grab it. Carry on going right performing any rescues necessary until the bear appears.

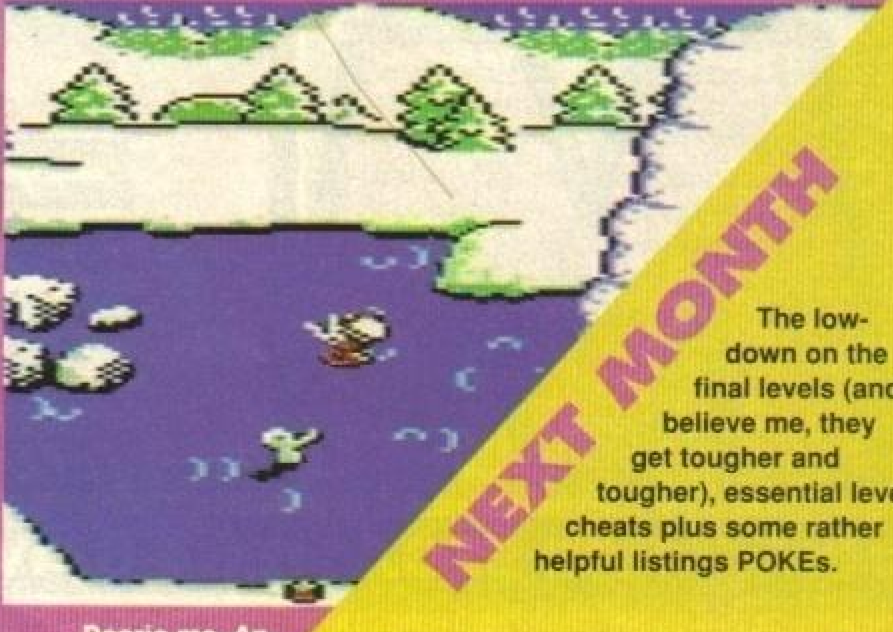
To get rid of him (and complete the level), bounce footballs off the backboard of the basketball net so that they fall down and hit the glowing beehive at the bottom right of the screen – repeat this until it turns into a swarm of bees. Now move down and splat the bear with honey to attract the bees. Job done as they say.

WHAT'S THE OBJECT?

And as for the objects and what to do with them, here's another handy list:

TIME CRATE – Hold full time bonus.
SARDINES – Stops beaver.
MAGNET – Attacks tin cans (don't collect).
TELEPHONE 1 – Spare canoe.
TELEPHONE 2 – Remove radio buffs.
TELEPHONE 3 – Blow up dam.
FOOTBALL – Knock crate from waterfall.
FISHING ROD – Feed beavers.
HONEY – Use on the final baddie.

The last three items are essential to complete the level.


Dearie me. An avalanche to end off level four.

NEXT MONTH

The low-down on the final levels (and believe me, they get tougher and tougher), essential level cheats plus some rather helpful listings POKEs.

GOT A MEGA DRIVE? THEN GET *THIS!*

Got a Mega Drive? Then you'll want solid information on which games to buy, all the latest news from around the world, and (basically) a mag that's every bit as good as your console. MEGA (Britain's best-selling Mega Drive mag) kicks in on Thursday 21 January with:

- **Over 300 Mega Drive games tips**
- **The exclusive review of *Afterburner 3* on the Mega CD**
- **The all-time Mega Drive Top 100 cart chart**
- **A four-page review of the Mega Drive's best driving game**
- **Mega Drive and Mega CD news from Japan, USA and Europe**
- **The chance to WIN! a Mega Drive game a week for a year**

No Mega Drive player is fully equipped without it.

WARNING!
Also read five TRUE stories from people who claim their console ruined their lives!

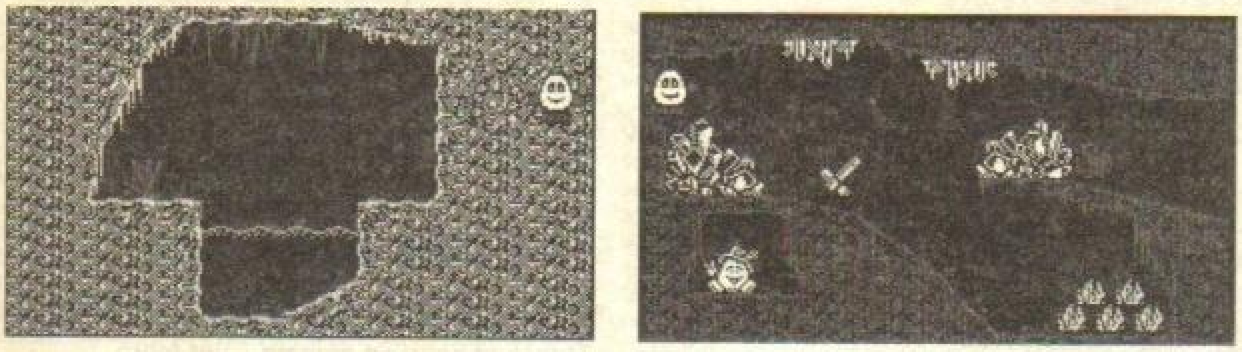
ON SALE
Thursday 21 January

MEGA

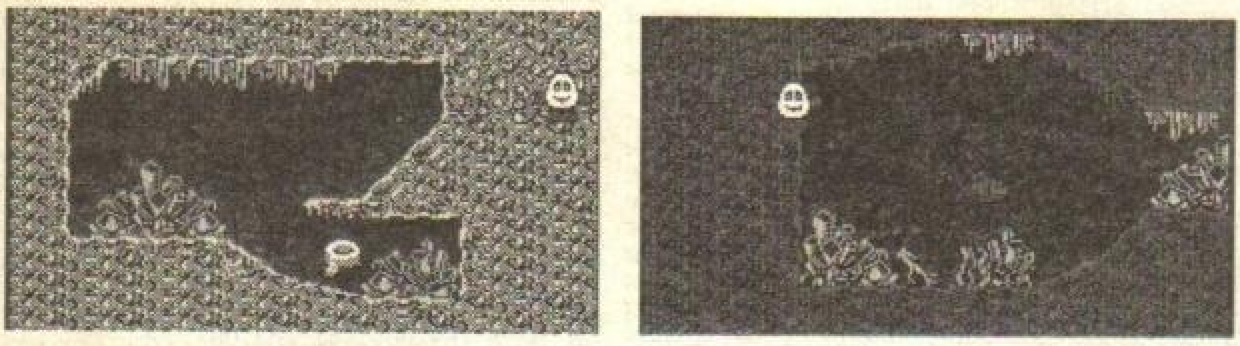
100% PURE SEGA MEGA DRIVE...

SPELLBOUND DIZZY THE SOLUTION PART 2

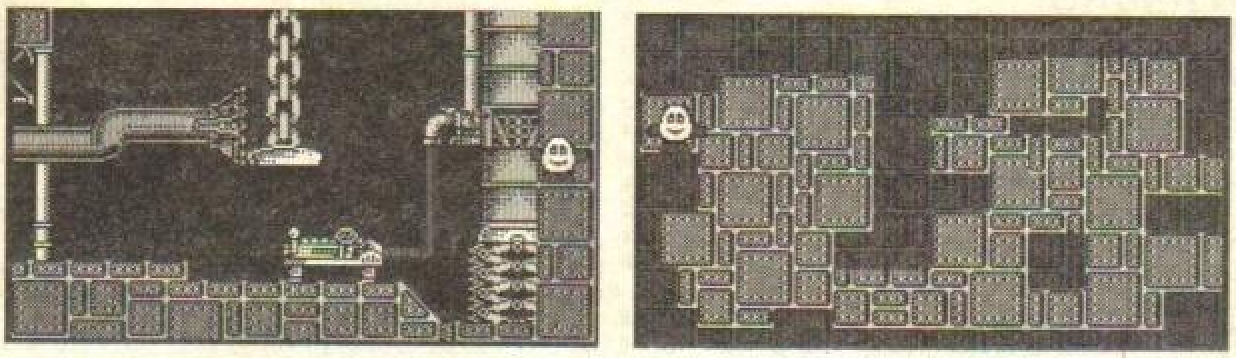
Dizzy has freed his friends, but that isn't the end of the game. Theo has disappeared leaving behind a piece of string. This has to be combined with three other items so that Dizzy can escape. But life's never simple and these items are concealed in hidden rooms...



1 Use two rocks to get to Dylan's hole, then jump left towards a seemingly impassable wall. Don't worry, you won't end up so much scrambled egg; you'll enter a hidden passage into a secret chamber. Collect the STICKS and return to the surface.



2 Take the flippers and aqualung to the watery passage, and follow it all the way to the end. Now paddle up to the top left of the screen and walk through the false wall into another secret chamber. Collect the STICKY-TAPE and return to the surface.



3 Take the flippers and aqualung to the pumping station, then go to the room at the bottom right. There's yet another false wall here, so walk through it to arrive in a taxing 'illusion' room. The shaded parts on the screenshot show the platform layout, although these aren't actually visible. At the far right (in the middle of the screen) is the CLOTH, which is hidden behind a wall panel. Now combine all the items (the string, the sticks, the sticky-tape and the cloth) to make a kite, then fly up using the wind from the windy shaft. When you reach the top, jump right and up to get to a room containing a DRILL BIT. Now go down and left again into the windy screen, then head for the room above. Go left and use the drill bit in the strange machine. Dizzy will drill his way back home. Well done, you've finished the game!

THE STARS (AND WHERE TO FIND 'EM)

Here's a complete list of all the stars in the game, and, more importantly, where they can be found (most are visible on the map we printed month, as well).

1 Top of the Windy Shaft.
2 On the cloud directly above the starting screen.
3 On a cloud left of the Fireflies.
4 In the screen below the previous star.
5 In the quarry, behind some grass.
6 On a cloud above the quarry.
7 Above the lake (stand on the whale).
8 On the lakeside clifftop.
9 In the woody grove, behind an inconspicuous clump of grass.
10 In the woody grove, hidden behind some leaves.
11 On the screen above Denzil.
12 On the screen above stars 9 and 10.
13 At the start of the watery passage.
14 In a chamber in the watery passage.
15 Behind some soggy seaweed in the watery passage.
16 In the room above the bear.
17 Along the murky mine shaft (near to the mushroom).
18 In the mineshaft near the rockfall.
19 On the rocks near the ore crushers.
20 Behind the chain of the ore crusher on the right.
21 Under the fence on the right-hand side of the bridge.
22 Under the fence on the left-hand side of the bridge.
23 In a room high above rickety bridge.
24 In a room up and to the left of the rickety bridge.
25 In a room up and to the left of the rickety bridge.
26 In some water in the spooky cave.
27 On the floor of the reservoir.
28 Behind the shark in the Beast's lair.
29 Hidden away behind some leaves on the Crystal tree.
30 Behind the left fence in Theo's grotto.
31 At the far right of the substation.
32 On the screen left of the reserve tank.
33 At the bottom left of the substation.
34 Hidden on top of the oil drums.
35 Inside the spare ore crusher.
36 Next to the Leprechaun.
37 Near to the plant's roots (behind the seaweed).
38 In the flooded chamber.
39 Hidden behind seaweed in the flooded chamber.
40 In the sunken shed.

MUNCHER

If you're fed up with getting Chewits, try this cheat listing for infinite energy.

```
0 REM MUNCHER CHEAT BY M PUGH
1 FOR X=525 TO 571:READ Y:C=C+Y:POKE
   X,Y:NEXT
2 IF C<>4527 THEN PRINT “DATA
   ERROR”:END
3 POKE 157,128:SYS 525
4 DATA 032,086,245,169,024,141,086,009
5 DATA 169,078,141,088,009,076,016,008
6 DATA 072,077,080,238,032,208,169,032
7 DATA 141,045,009,169,051,141,046,009
8 DATA 169,002,141,047,009,096,238,032
9 DATA 208,169,189,141,047,047,096
```

DEFLEKTOR

Infinite lives, infinite energy, no overloads and a choice of starting level!

```
0  REM DEFLEKTOR CHEAT BY M PUGH
1  FOR X=516 TO 551:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>4173 THEN PRINT “DATA
   ERROR”:END
3  INPUT“INFINITE LIVES Y/N”;A$:IF
   A$=“Y” THEN POKE 541,141
4  INPUT“INFINITE ENERGY Y/N”;B$:IF
   B$=“Y” THEN POKE 533,141
5  INPUT“NO OVERLOADS Y/N”;C$:IF
   C$=“Y” THEN POKE 536,141
6  INPUT“SELECT LEVEL 1-60”;L:POKE
   545,L-1
7  POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 165,174,095,057,174,201,057,169
13 DATA 173,173,088,042,169,000,141,124
14 DATA 049,076,230,003
```

SCEPTRE OF BAGHDAD DEMO

Can't get the hang of this Ali Baba simulator? Type in this listing, SAVE it, then RUN it for infinite energy.

```
0  REM SCEPTRE CHEAT BY M PUGH
1  FOR X=516 TO 538:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>2542 THEN PRINT “DATA
   ERROR”:END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 173,141,019,087,076,230,003
```

FRAME
BUSTERS

Roger Frames cheats on budjit games... 'cos he gets his mates Waz and Martin to come up with dead funky listings like these...

SUPERCARS

Disk version • Chart Attack

If only this worked on my bank balance! (*And mine! – Roger*). If readies are in short supply, type in this listing and RUN it for the option of more prize money and/or infinite money.

```
0  REM SUPERCARS DISK CHEAT BY WAZ
1  FOR X=50432 TO 50506:READ
   Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>8722 THEN PRINT "DATA
   ERROR":END
3  INPUT "INFINITE MONEY Y/N";A$
4  IF A$="N" THEN FOR X=50474 TO
   50493:POKE X,234:NEXT
5  INPUT "MORE PRIZE MONEY Y/N";B$
6  IF B$="N" THEN FOR X=50494 TO
   50503:POKE X,234:NEXT
7  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
8  POKE 198,0:WAIT 198,1:SYS 50432
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,004,162,038,160,197,032,189
12 DATA 255,169,000,032,213,255,169,042
13 DATA 141,185,195,169,197,141,186,195
14 DATA 076,000,192,087,065,090,066,079
15 DATA 079,084,169,234,141,070,024,141
16 DATA 071,024,141,072,024,141,114,030
17 DATA 141,115,030,141,116,030,169,173
18 DATA 141,164,047,169,141,141,170,047
19 DATA 076,013,008
```

CLOUD KINGDOMS

Disk version • Chart Attack

If infinite time and keys are your craving, here's a wacky Waz listing POKE which should satiate your appetite.

```
0  REM CLOUD CHEAT BY WAZ
1  FOR X=272 TO 372:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>13153 THEN PRINT "DATA
   ERROR":END
3  INPUT "INFINITE TIME Y/N";A$
4  IF A$="N" THEN FOR X=284 TO 299:POKE
   X,234:NEXT
5  INPUT "INFINITE KEYS Y/N";B$
6  IF B$="N" THEN POKE 301,206
7  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
8  POKE 198,0:WAIT 198,1:SYS 272
10 DATA 032,053,001,032,078,001,032,053
11 DATA 001,032,053,001,169,234,141,212
12 DATA 092,141,213,092,169,000,141,162
13 DATA 080,141,211,080,169,173,141,253
14 DATA 110,076,000,080,065,169,001,168
15 DATA 162,008,032,186,255,169,001,168
16 DATA 162,052,032,189,255,169,000,032
17 DATA 213,255,238,052,001,096,169,000
18 DATA 133,250,133,252,168,169,054,133
19 DATA 251,169,198,133,253,120,169,048
20 DATA 133,001,177,250,145,252,200,208
21 DATA 249,230,251,230,253,208,243,169
22 DATA 055,133,001,088,096
```

THE PENULTIMATE MULTIHACK DATALINES

They just keep on coming – yet more datalines for use with that splendid Multihack listing that we printed in *CF*s 23, 26 and 28. Just add the dataline you want to use to the end of the listing, stick the game in your datassette, type run then press Play.

NONTERRAQUEOUS

(Infinite time and psyche)

```
20 DATA 169,173,141,216,118,141,239,110
21 DATA 096,-1
```

ONE MAN & HIS DROID

(Infinite energy)

```
20 DATA 169,000,141,127,087,096,-1
```

PANTHER

(Infinite lives)

```
20 DATA 169,169,141,047,055,096,-1
```

POD

(Infinite lives)

```
20 DATA 169,173,141,252,102,096,-1
```

POD

(Full screen extravaganza!)

```
20 DATA 169,032,141,230,033,169,100,141
21 DATA 231,033,169,002,141,232,033,169
22 DATA 076,141,233,033,169,126,141,234
23 DATA 033,169,234,141,235,033,096,141
24 DATA 032,208,096,-1
```

RAPID FIRE

(Infinite energy)

```
20 DATA 169,234,141,067,013,141,068,013
21 DATA 096,-1
```

REVENGE 2

(Infinite energy)

```
20 DATA 169,096,141,229,044,096,-1
```

NEXT MONTH: The FINAL batch of Multihack Datalines! Make sure you don't miss out on this momentous occasion and immensely moving occasion.

SOFTWARE CITY

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Cool World	7.99	10.99
Crazy Cars 3	7.99	N/A
Creatures 2	8.99	10.99
Crystal Kingdom Dizzy	7.99	N/A
Dalek Attack	7.99	N/A
Exile	8.99	10.99
First Samurai	NEW 8.99	11.99
Football Manager 3	7.99	10.99
Fun School 4 (U 5 or 5-7 or 7+)	9.99	12.99
Grand Prix (D & H)	7.99	N/A
Hook	7.99	N/A
Indiana Jones Atlantis (Action)	8.99	N/A
Lethal Weapon	7.99	10.99
Liverpool	NEW 7.99	10.99
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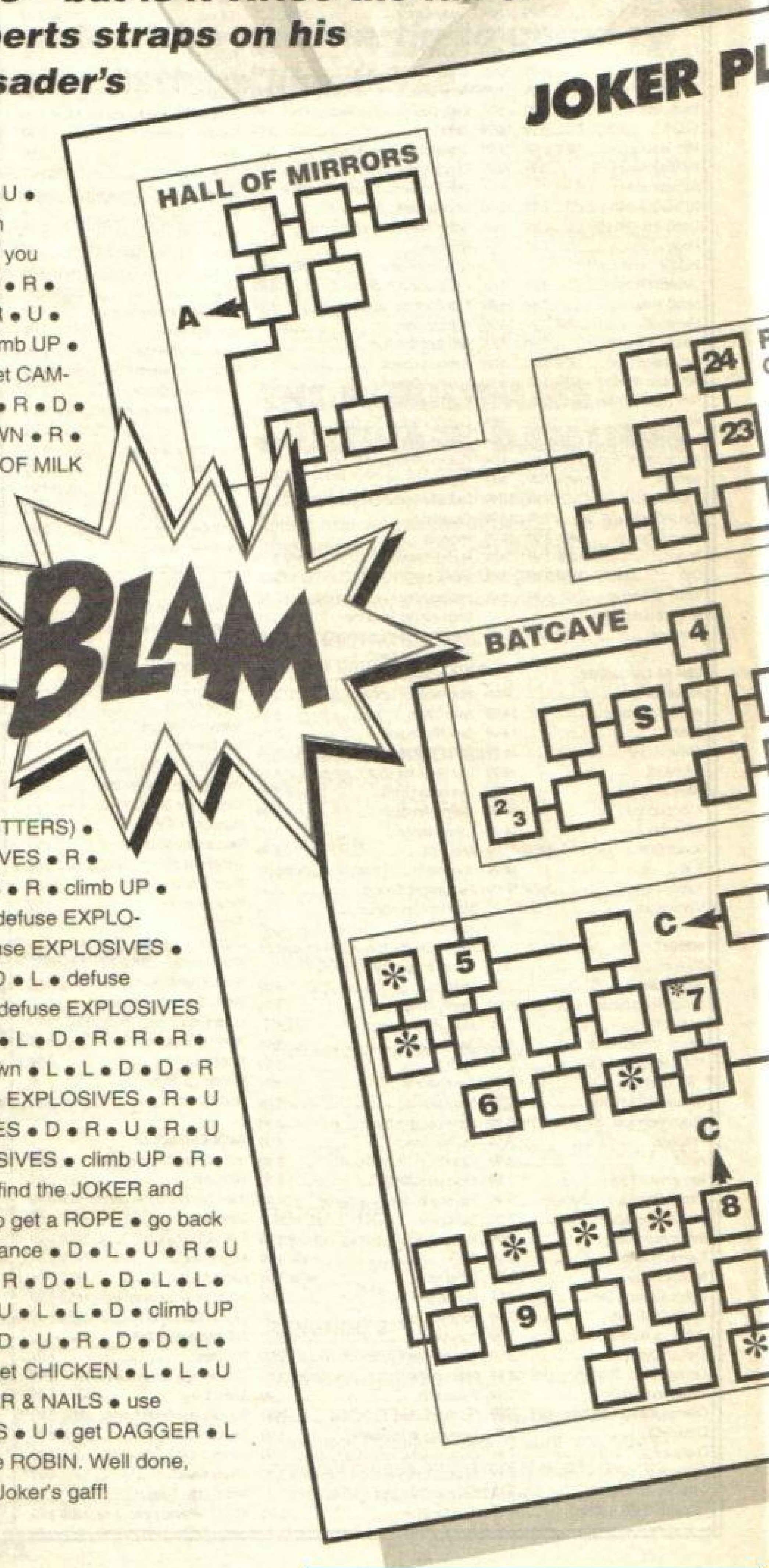
BATMAN THE CA

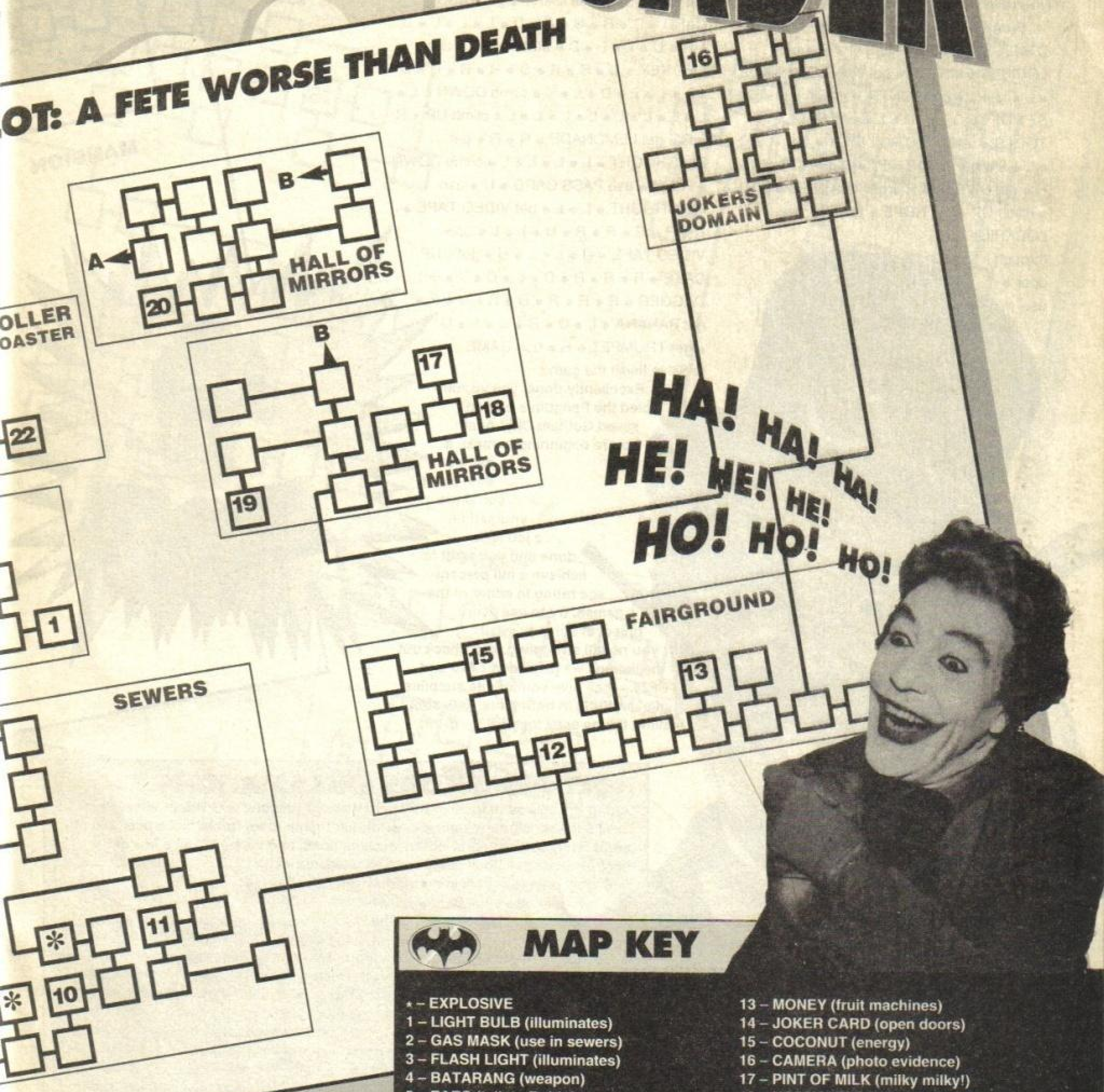
Holy twin terrors! Two batty games for the price of one – but is it twice the fun or double the trouble? Andy Roberts straps on his utility belt and foils the Caped Crusader's two archest enemies...

From the start: R • R • D • R • get LIGHT BULB • L • L • L • L • use LIGHT BULB • get FLASHLIGHT • get GAS MASK • R • U • R • R • U • get BATARANG • climb DOWN • use GAS MASK • use FLASHLIGHT • get EARS • use EARS • R • D • L • D • L • get TOILET ROLL • R • R • R • U • get FISH • D • R • U • U • L • climb DOWN • get SHADES • L • L • D • L • get FALSE TEETH • use FALSE TEETH • R • D • R • U • R • D • R • R • U • get COLA • R • U • L • climb UP • R • D • L • get WIRE CUTTERS • D • R • U • get CLOGS • R • R • R • U • get MONEY • D • L • L • U • U • L • use MONEY in FRUIT MACHINE until you win the JOKER CARD • R • D • D • R • R • R • R • U • use SHADES • L • climb UP • R • U • U • L • L • get CAMERA • use CAMERA • R • D • L • D • L • climb DOWN • R • U • R • U • get PINT OF MILK (lovely!) • D • R • get HARMONICA • L • L • D • L • U • L • D • get ELEPHANT • U • R • U • climb UP • D • L • L • U • L • D • climb DOWN • climb DOWN • U • R • defuse EXPLOSIVES (use WIRE CUTTERS) • R • defuse EXPLOSIVES • R • defuse EXPLOSIVES • R • climb UP • R • D • D • L • U • defuse EXPLOSIVES • D • L • defuse EXPLOSIVES • L • U • R • U • L • D • L • defuse EXPLOSIVES • U • defuse EXPLOSIVES • D • R • U • R • D • L • D • R • R • R • U • U • L • climb down • L • L • D • D • R • U • R • D • defuse EXPLOSIVES • R • U • defuse EXPLOSIVES • D • R • U • R • U • L • defuse EXPLOSIVES • climb UP • R • D • L • D • R • U • find the JOKER and repeatedly kick him to get a ROPE • go back to the fairground entrance • D • L • U • R • U • L • climb DOWN • R • D • L • D • L • L • U • L • D • L • U • U • L • L • D • climb UP • use JOKER CARD • U • R • D • D • L • D • R • R • R • get CHICKEN • L • L • U • R • get HAMMER & NAILS • use HAMMER & NAILS • U • get DAGGER • L • use ROPE to free ROBIN. Well done, you've blown the Joker's gaff!



APED CRUSADER

OT: A FETE WORSE THAN DEATH


OLLER
OASTER
22
1
SEWERS
*
11
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10
B
A
HALL OF MIRRORS
20
B
17
18
HALL OF MIRRORS
19
16
JOKERS DOMAIN
HA! HA! HA!
HE! HE! HE!
HO! HO! HO!
FAIRGROUND
15
13
12

MAP KEY

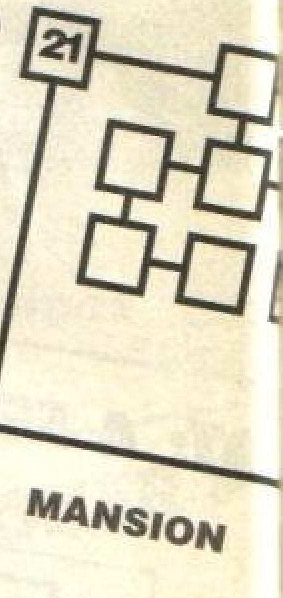
* – EXPLOSIVE
1 – LIGHT BULB (illuminates)
2 – GAS MASK (use in sewers)
3 – FLASH LIGHT (illuminates)
4 – BATARANG (weapon)
5 – EARS (talk to Robin)
6 – TOILET ROLL (guess)
7 – FISH (energy)
8 – SHADES (hall of mirrors)
9 – FALSE TEETH (eat food)
10 – COLA (energy)
11 – WIRE CUTTERS (defuse bombs)
12 – CLOGS (move slower)
13 – MONEY (fruit machines)
14 – JOKER CARD (open doors)
15 – COCONUT (energy)
16 – CAMERA (photo evidence)
17 – PINT OF MILK (milky milky!)
18 – HARMONICA (dinner, dinner)
19 – ELEPHANT (guess)
20 – CARROTS (energy)
21 – ROPE (frees Robin)
22 – CHICKEN (energy)
23 – HAMMER & NAILS (stops doors)
24 – DAGGER (weapon)

OUCH!

Flip over your *Batman The Caped Crusader* cassette and there's another adventure awaiting the Dynamic Duo (erm, and you as well, so perhaps we'd better make that the Turbo-Terrific Trio, though it doesn't have quite the same ring to it, does it?). This time you're up against that foul feathered fiend the Penguin, so you're going to need all the help you can get. And you're in the right place for that...

From the start: L • get FALSE NOSE • D • L • get BATARANG • R • R • get LOCKPICK • R • R • get HAND GRENADE • L • U • L • get CONTROL DISK • U • get SET OF TOOLS • D • L • use SET OF TOOLS • use CONTROL DISK • R • U • U • L • L • get DOOR KEY • R • R • R • R • R • get SWEET • R • get TRAINIES • L • L • climb UP • get ROPE • R • R • use LOCKPICK • go through door • use DOOR KEY • go through door • R • U • R • R • get LIFT KEY • L • L • D • stand on lift • use LIFT KEY • U • R • R • D • L • D • L • get TOAST • get DART • R • R • R • R • get GAMES DISK • U • L • U • L • get FRIED EGG • use ROPE • climb UP • get MAGNET • use DART • get PASS CARD • D • R • D • R • D • L • L • L • U • R • U • L • L • D • stand on lift • use LIFT KEY • U • R • R • D • R • R • R • D • L • L • L • D • L • L • climb DOWN • L • L • L • L • L • L • L • L • L • climb UP • R • R • get LEMONADE • R • R • get FLASHLIGHT • L • L • L • L • climb DOWN • R • R • use PASS CARD • U • use FLASHLIGHT • L • L • get VIDEO TAPE • R • R • R • R • R • U • L • L • use VIDEO TAPE • U • L • L • U • get CUP CAKE • R • R • R • D • L • D • L • get DAGGER • R • R • R • U • R • U • R • get BANANA • L • D • R • U • L • U • get TRUMPET • R • use GAME DISK to finish the game.

Excellently done, you've rumbled the Penguin's plot and saved Gotham City! Again. You're beginning to make a habit of this. But if you pride yourself on a job well done and you want to achieve a full percentage rating in either of the games, try to use every object at some point. If you're still struggling then check out the listings we printed in *CF*20 and *CF*24 – they give you infinite supplies of everything in both plots. Talk about making things easy for you!



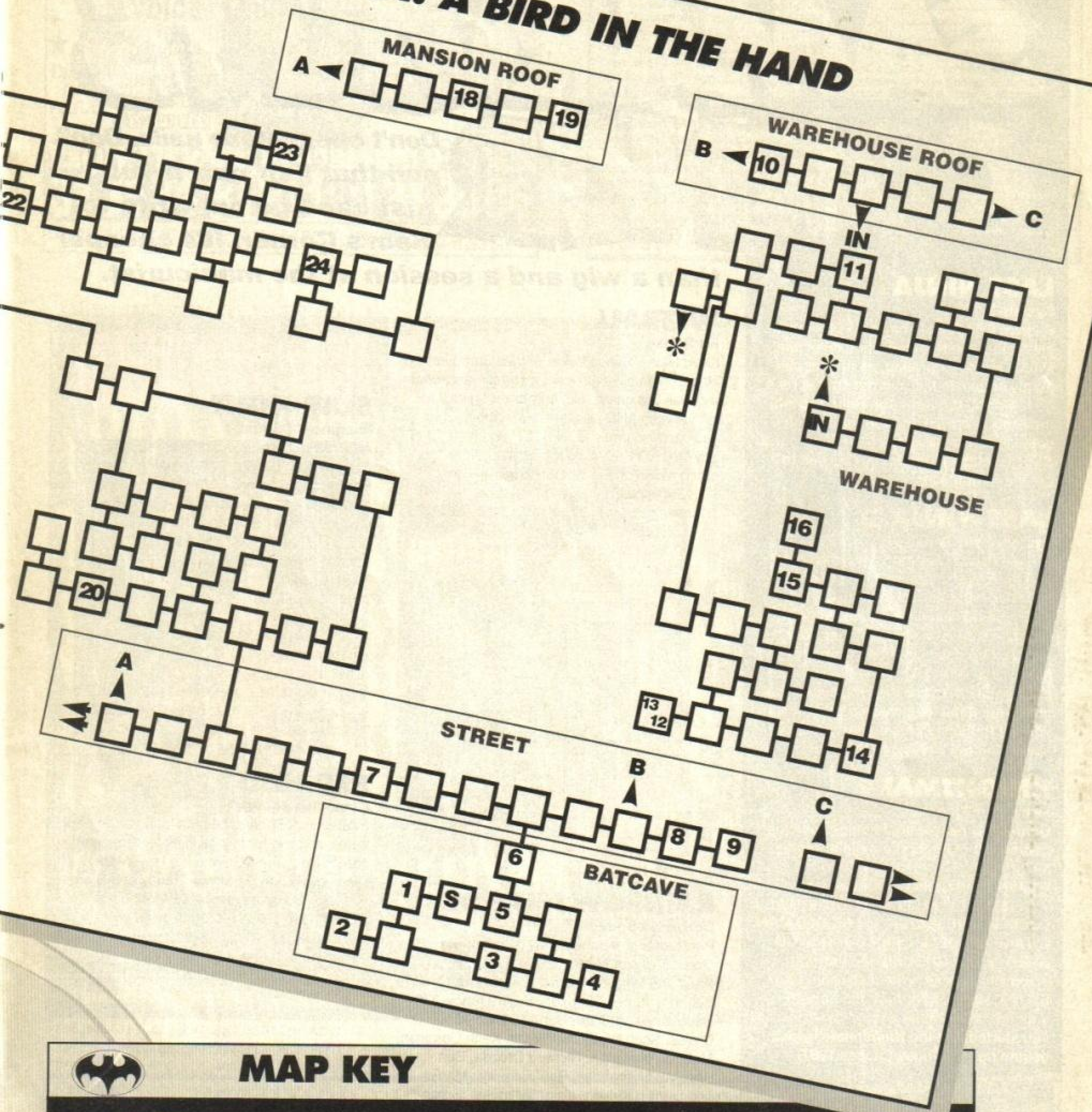
HOLY RIDICULOUS EXCLAMATIONS

During the course of the 60s Batman TV series (the one with Adam West, Burt Ward and the 'Dinner-dinner-dinner-dinner theme tune) Robin made over 340 different "Holy something-or-other" exclamations, and here are just a few of the more bizarre ones (they really were all used, honest!):

- Holy priceless collection of Etruscan Snoods.
- Holy one-track Batcomputer mind.
- Holy hardest metal in the world.
- Holy known-unknown flying objects.
- Holy uncanny photographic mental processes.
- Holy journey to the centre of the earth.
- Holy contributing to the delinquency of the minors.
- Holy Interplanetary yardstick.
- Holy underwritten Metropolis.
- Holy bouncing boiler plate.
- Holy astringent pomite fruit.

And while we're at it here are some genuine, one-hundred per cent real, kosher, true, for-real, definitely-used-in-the-program Batfight words that flashed up on the screen: AWKKKKKKK! KER-SPLOOSH! QUNCKKK! THWACKE! WHACK-ETH! OUCH-ETH! FLRBBBBB! and, indeed, BONK!

PENGUIN PLOT: A BIRD IN THE HAND


MANSION ROOF
A
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WAREHOUSE ROOF
B
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C
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*
IN
WAREHOUSE
16
15
13
12
14
STREET
A
7
B
8
9
C
6
BATCAVE
1
S
5
2
3
4

MAP KEY

1 – FALSE NOSE (disguise)
2 – BATARANG (weapon)
3 – LOCK PICK (opens doors)
4 – HAND GRENADE (weapon)
5 – CONTROL DISK (bat computer)
6 – SET OF TOOLS (fixes computer)
7 – DOOR KEY (opens doors)
8 – SWEET (energy)
9 – TRAINIES (extra speed)
10 – ROPE (climb up it)
11 – LIFT KEY (moves lift)
12 – TOAST (energy)
13 – DART (opens safe)
14 – GAMES DISK (stops Penguin)
15 – FRIED EGG (energy)
16 – MAGNET (stops robots)
17 – PASS CARD (opens mansion)
18 – LEMONADE (energy)
19 – FLASHLIGHT (illuminates)
20 – VIDEO TAPE (use in video)
21 – CUP CAKE (energy)
22 – DAGGER (weapon)
23 – BANANA (energy)
24 – TRUMPET (dinner, dinner)

SAMARITAN'S CORNER

Don't chew those nails. Don't pull that hair out. If you just can't go on, write to Sam's Corner. It's cheaper than a wig and a session at the manicurist.

LAST NINJA

System 3

Richard Compton is having a bit of trouble finding the Nunchakas on level one (which is not surprising, as they're cunningly concealed). From the start screen, go top right, top right, top right, top left, top right, top right and top right – you'll come across a bloke lying on the ground. Use the 'pick-up' motion on his belt to get the Nunchakas.

LAST NINJA 2

System 3/Hit Squad

If, like William Garnham, you keep getting fried by the statues at the end of level two heed this sound advice; elsewhere on the level is a bag of Ninja Magic which is hidden in some bushes. When you pick up this magic the Ninja will flash – you now have limited time to get past the statues because the magic protects you. If the magic wears off before you get to the statues, go back and try again, and get a move on this time!

KNIGHTMARE

Activision/Ricochet

Quite a few people are having problems getting out of the first couple of rooms, including Neil Nottingham, Darryl Whitfield and Colin Cook. Here's how...

From the start: TAKE FOOD • GIVE FOOD • GIVE WATER • ASK OLD MAN • TAKE SPADE • OPEN DOOR • GO RIGHT • DIG GROUND and you will magically appear in the next room (but DO NOT go back through the door to your left). Right, that should have got you started, but the *Knightmare* is just beginning (© Cringey Clichés 1987).

SIX SIMPLE STEPS TO ULTIMATE BLISS

1 Find a postcard or stuck-down envelope.
2 On the back jot down the name of the game(s) you're stuck on (and include the name of the publisher).
3 Specify the type of cheat you'd prefer.
4 Include your name and address.
5 Stick a stamp on the front and post it to Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.
6 Marry Sharon Stone (optional).

WIZBALL

Hit Squad

Lloyd Haley, Simon Innes, James Burgoine and Ross Aitken all wrote in for a cheat – and what a corker this one is. Not only does it give you infinite lives AND permanent invincibility, but you can also press RUN/STOP and then 'Q' at any time to fill up all your paintpots! Note: this listing works on the Hit Squad version only.

```
0  REM WIZBALL CHEAT BY M PUGH
1  FOR X=527 TO 595:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>7729 THEN PRINT "DATA
   ERROR":END
3  INPUT "INFINITE LIVES Y/N";A$:IF
   A$="Y" THEN POKE 578,141
4  INPUT "INVINCIBILITY Y/N";B$:IF
   B$="Y" THEN POKE 573,141
5  INPUT "POT FILLER Y/N";C$:IF C$="Y"
   THEN POKE 546,48
6  POKE 157,128:SYS 527
10 DATA 032,086,245,169,032,141,084,003
11 DATA 169,002,141,086,003,096,072,077
12 DATA 080,072,169,059,141,117,009,169
13 DATA 002,141,118,009,104,173,032,208
14 DATA 096,162,012,189,071,002,157,150
15 DATA 110,202,208,247,169,096,173,163
16 DATA 126,169,189,173,241,106,076,013
17 DATA 008,169,020,141,046,177,141,047
18 DATA 177,141,048,177,096
```

RAINBOW ISLANDS

Ocean/Hit Squad

Paul Denton, Y Jogee, David Jones, Steven Gordon, Jason Moulton, Alan Boyle, Ryan West, Ian Wright, Michael Klatkiewicz, D N Seifarth, James Simpson, Sean Treacy, Kim Hauglid, Geoff Crow, Suhail Sarwar, Lee Cruise, Scott Weir, Joel Wyatt, Keith Domican, Matthew Newman, Richard Drozda, Ben Percy, S Humphries, Paul Rossiter, Martyn and Darren Kidson, Peter Reynolds, Bryan Thomson, Darren Smith, Stuart Grant, David McKenzie, Graeme Woodhead, Michael and Steven Higgins, J Button, Jared and Robert Madden, Michael Henderson, A Docey, Sara Donaldson, Christopher Barnden and Robert Dodsworth are just a few of the hundreds stuck on this game. For infinite lives, type in this petite listing, SAVE it, then RUN it.

```
0  REM RAINBOW ISLANDS CHEAT
1  FOR X=271 TO 299:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3211 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 271
4  DATA 032,086,245,169,169,141,087,003
5  DATA 169,189,141,088,003,169,141,141
6  DATA 089,003,169,132,141,090,003,169
7  DATA 111,141,091,003,096
```

SLAP FIGHT

Imagine/Hit Squad

An excellent blaster which has recently appeared on budget. If, like Alan McCarthy, Ray Burton, Thomas Flynn, Steven McFarlane and Chris Morgan, you'd like infinite lives, simply type in this listing and RUN it.

```
0  REM SLAP FIGHT CHEAT
1  FOR X=512 TO 533:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  FOR X=820 TO 827:READ Y:C=C+Y:POKE
   X,Y:NEXT
3  IF C<>4042 THEN PRINT "DATA
   ERROR":END
4  POKE 157,128:SYS 512
5  DATA 198,157,169,000,162,001,168,032
6  DATA 186,255,032,189,255,032,213,255
7  DATA 169,196,141,199,003,096,169,044
8  DATA 141,255,039,076,207,003
```

RED HEAT

Ocean/Hit Squad

Printed in *CF*12 and back by popular demand, here's a listing for infinite lives as requested by Joel Wyatt, David Goves, Ian Hay, Mark Dinning, Richard Mathwin, Benny and Bjorn T'jaeckx, S Hardie and Neil Woodhouse.

```
0  REM RED HEAT CHEAT BY M PUGH
1  FOR X=368 TO 403:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3641 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 368
4  DATA 032,086,245,169,032,141,084,003
5  DATA 169,134,141,085,003,169,001,141
6  DATA 086,003,096,072,077,080,173,032
7  DATA 208,072,169,165,141,036,012,141
8  DATA 230,013,104,096
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Arnie's a Russian, James Belushi's a slob, the script's a dog and the game's a doddle (with our cheat!)

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Included with issue two you'll find an immensely pleasant and very high quality 3D feature. There's a poster, complete with several 3D images, and, of course, the glasses to go with them. These glasses also tie in neatly with a forthcoming 3D feature to appear on the GamesMaster TV programme, thus cementing the already strong link between the popular show and the magazine.

It's crazy, it really is. Just look at how much has been crammed into this already over-large magazine. All the news from the entire industry, as well as the best in reviews, previews and of course numerous appearances by that self-styled wizard of the code, the GamesMaster. There's so much going on, it'll make your nose bleed.

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ROLO TO THE RESCUE

GAMES MASTER TIP

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66

67

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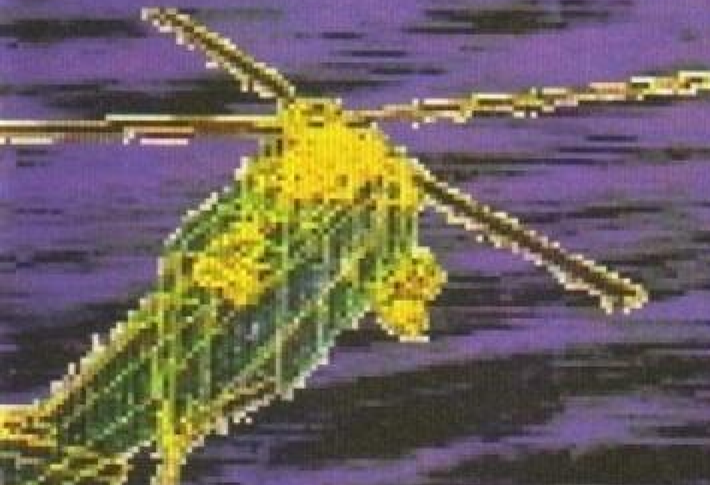

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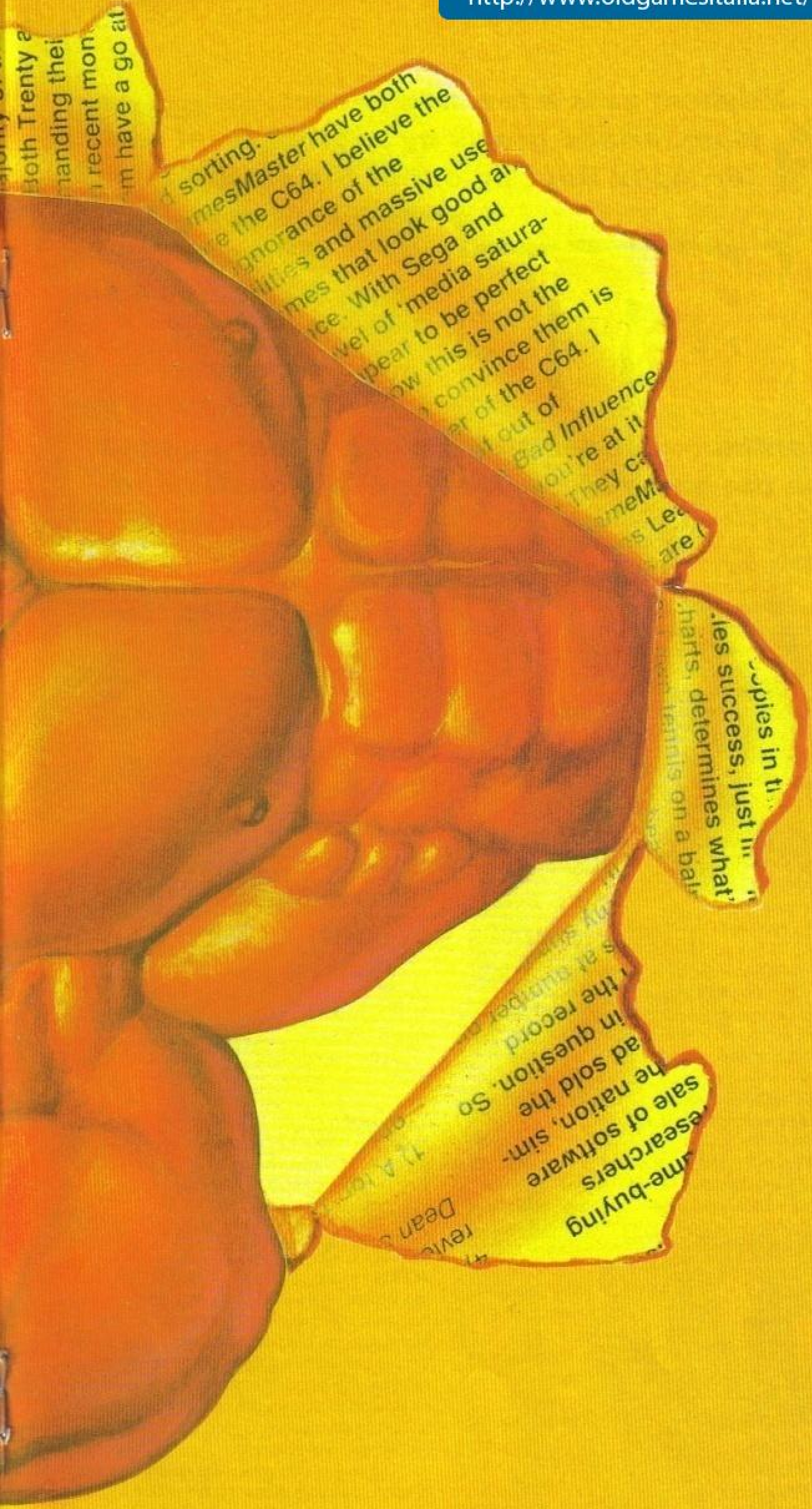
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Let's make a MONSTER

Mayhem gets a few new moves, Monsterland grows by another level and the Apex Boyz lig out at the Future Entertainment Show. John and Steve Rowlands relive last November in part four of the continuing genesis of the game that's gonna be the game of '93, Mayhem in Monsterland.

The major alteration to the game this month is Mayhem's control method (the user interface), which has been modified to give him a greater range of movements. Although he can already walk run and jump, we felt that such a small repertoire of actions would limit the playability. Ergo the said game would be less playable, ipso facto making it less fun. QED, Vini, Verdi, Vici and, indeed, Curriculum Vitae. (Translations on a postcard please.)

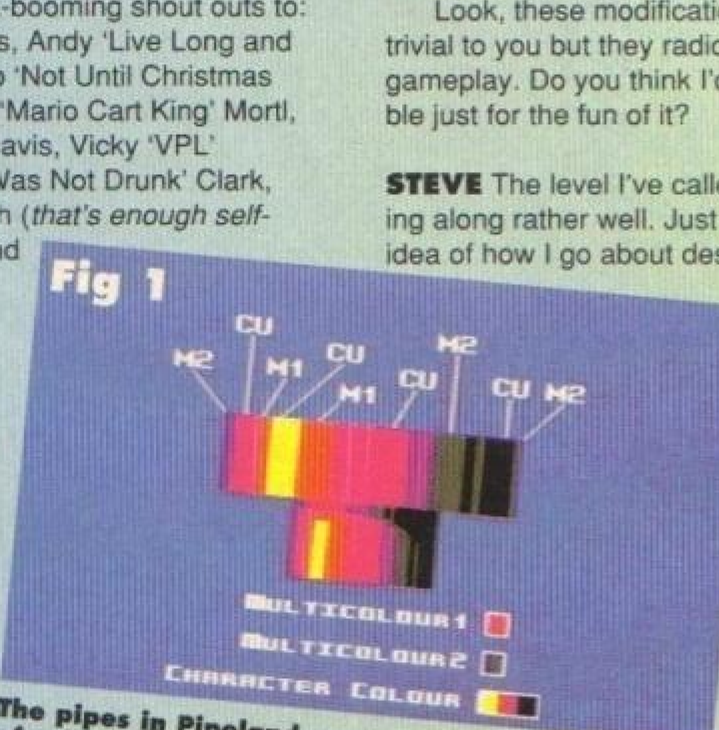
These extra moves will not only make Mayhem more flexible but will also allow us to design extra features for each level. This gives Mayhem a greater interaction with the background graphics (ie, the graphics aren't just aesthetic – they're functional).

NIFTY NOVEMBER

WEEK 1

Work had to cease on the game this week to make way for (cue fanfare) the Future Entertainment Show. This consisted of walking around the stands for 15 to 20 minutes, then frequenting the bar and dodgems (we even got a free go). We also spent many an hour on the helter skelter which adorned the Ocean stand. Trunk-booming shout outs to: Andy 'Shoe' Roberts, Andy 'Live Long and Prosper' Smith, Rob 'Not Until Christmas Eve' Ellis, François 'Mario Cart King' Mortl, Andrew 'Quincey' Davis, Vicky 'VPL' Robinson, Dave 'I Was Not Drunk' Clark, Jonathan 'DJ' Smyth (*that's enough self-indulgence – Ed*) and anybody else we bumped into.

Fig 1



The pipes in Pipeland consist of two different sorts of colours – multi-colours and character colours.

WEEK 2

JOHN Before I get carried away and start incorporating new moves for Mayhem, I'm going to tweak the ones he can do already. For those of you who have played *Creatures*, you may have noticed that if Clyde jumps at the top of the screen he bounces back down again. (If you didn't notice you know now.) The problem with this is that it's often difficult to jump over gaps because you rebound off the top of the screen before you've jumped far enough, whereas with enough height you would normally be able to make make it (assuming your game skills are good enough, that is).

In *Creatures 2* Clyde could jump off the top of the screen (and into the top border) so this problem didn't occur. Now I've modified the jump routine again so that when Mayhem reaches the top of the screen he stays airborne (legs akimbo) for the duration of the jump. Now he can traverse large gaps as if there were no overhead obstacles.

While I'm adjusting the jump routine I've decided to put in a little de-bounce routine that forces the player to push up every time he wants to jump. In other words, you can't hold the joystick in the up position and jump repeatedly. While I'm on a roll, I also further modified the jump routine to check how long the joystick is pushed up – the longer you push up the higher he jumps.

> **The points you gain for collecting Stars depend on their speed. The faster they rotate the more points you get.**

Look, these modifications might seem trivial to you but they radically enhance the gameplay. Do you think I'd go to all this trouble just for the fun of it?

STEVE The level I've called Pipeland is coming along rather well. Just to give you some idea of how I go about designing a level here are the basic design stages: First I need some sort of theme for the level, which can be something as simple as a tree or a platform. Once I've worked out this first element, then the multi-colours I've chosen for that will remain the same for everything else in that level. (*Hang on a minute what's all this multi-colours nonsense? – Ed*).

Oh, right. Let me fill you in. Each character (eight-pixel by eight-pixel block) can be made one of three colour (four if you include the background colour, but I won't here 'cos it just confuses matters). Two of these colours are multi-colours – which I choose when I start to design a level and have remain the same throughout – while the other is the character colour, which can only be changed to one of the first eight colours of the C64's palette. Although this is rather limiting at first, if you persevere you can get some rather scrummy results (well we think *Retrograde*, *Creatures* and *Creatures 2* look pretty darned good).

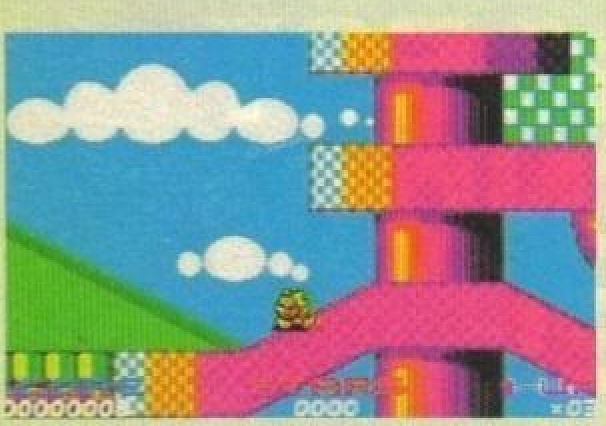
So, for example, Pipeland has dark grey and pink multi-colours with a cyan background. For the pipes the characters use (ranging from left to right) the following colours: dark grey, purple, pink, yellow, pink, purple, dark grey and black (take a look at fig 1), the character colours in this case being purple, yellow and black.

In the background of all this are some newly-designed mountains which have three layers. In order to get three different colours for these mountains I mixed green and cyan to get the colour for the closest ones, solid green for the inbetweeny bits and green and pink (which makes a sort of pale beige) for the ones furthest away.

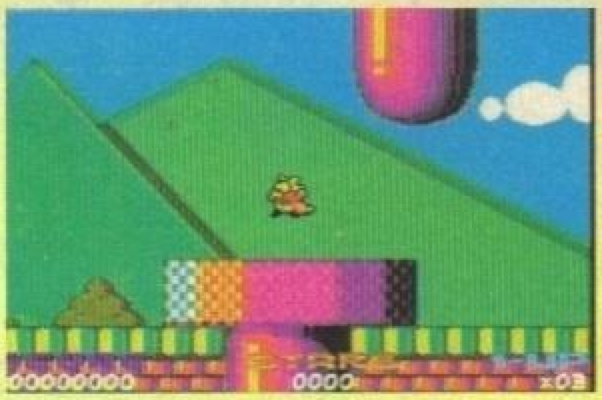
WEEK 3

JOHN I'm still trying to enhance Mayhem's movement. Instead of him simply slowing to a halt after he's been charging around the landscape, he now skids leaving a trail of smoke behind him. Obviously the faster he's running, the longer the skid. I was testing this routine up and down the slopes and I reckon it looks pretty cool when you get a trail of smoke going over them.

The end of this week was spent creating a small collection of star routines. This started with star printing make them appear on the screen (which does help matters a lot), but then I added some rotation code to make them spin. The idea is that they'll spin at different speeds, remaining at the fastest speed for the shortest amount of time, and the slowest (which'll actually be not spinning at all – you can't get much slower than that) for the



Pipeland's almost complete now, but Steve just can't stop making little ammendments



The mountains use different colours depending on how far away they're supposed to be.

most time. This is because the points you'll gain for collecting a star will depend on the speed at which it's spinning. The faster it spins the more points you'll get.

STEVE The first part of this week involved the stars John's been talking about. I designed the first frame using characters (2x2 square) but for the rotation animations I moved to sprites because to design a 16x16 pixel block of dots in characters is just too much hassle (you have to work on it a quarter at a time). Also, sprites can be animated more easily, which is handy as this star will have a nice smiley face rotating through 20 frames.

Now it's back to making Monsterland – I've got a new level in mind. I started with the idea of creating a platform with a chequered diamond pattern on it. This level began with the multi-colours set to brown and pink with a cyan background. The pattern uses yellow and brown diamonds with pink to anti-alias (shade) the edges (so that they don't look so sharp) with black across the bottom so that I can get the dark colours I need.

The next stage is to design a load of graphics on paper that could be used, and would be suited to, the platforms I've just designed. I've come up with some weird-looking plants and platforms and have already put a few bits on to the 64, some of which look just like giant cherries on small stalks – well, I did say they were weird! This level has been given a working title of Cherryland (and why not?).

WEEK 4

JOHN All this week was spent finishing the star routines. First I did the collision between Mayhem and on-screen stars, then I eventually got the stars to rub off (when Mayhem collects them they vanish). This took a couple of days as not only did I have to rub the stars off the visible screen, but the hidden screen (used by the scroller) as well. Once I had these routines working I had to rub the stars off the map. If I hadn't, you could repeatedly return to the same point and pick up the same star ad infinitum.

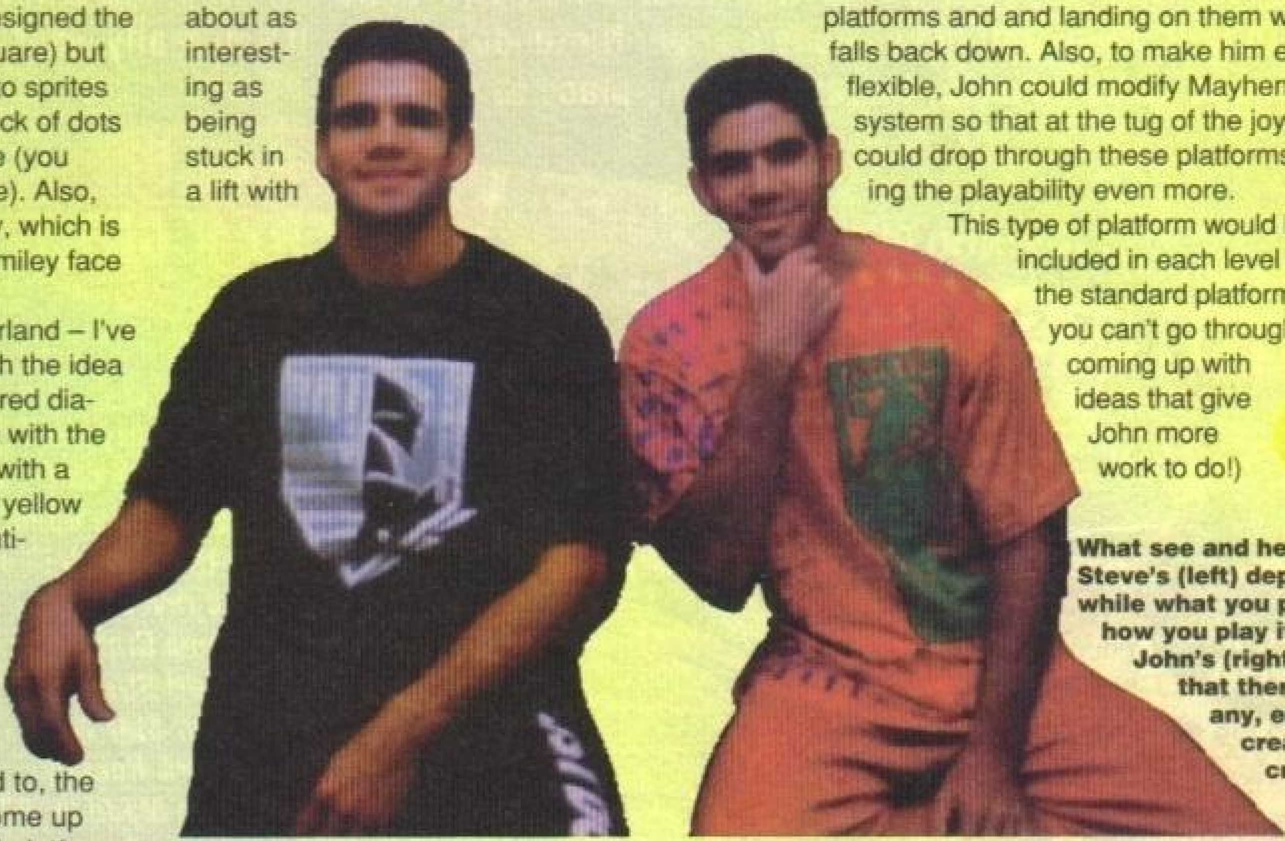
As I can now physically pick a star up I thought I might as well increase the player's star count (that appears in the status area) and add the points to the score. As I've already mentioned the stars have different score values. There are five different rotation speeds, with the least number of points awarded for the slowest speed. At the moment the scores you get are 0, 5, 10, 20 and 50.

Finally this week I put in the code that will let us modify the colour splits that change the 64's character multi-colours. These splits are spread over the screen and basically give Steve more colours for his graphics (see box). The code I've just added lets me change the colours that are displayed on the screen as Mayhem runs through Monsterland. This will enable us to, for example, have dark gloomy colours for caves and, as Mayhem moves out of them, brighter colours for daylight. Obviously, any such changes will be done invisibly as having half the on-screen colours changing in front of your eyes isn't the most professional way of doing things (check out *Golden Axe* for example).

STEVE Now I have a few levels started I can work on any one I want whenever I like. This makes designing a lot more enjoyable because if something on one level becomes about as interesting as being stuck in a lift with Ken Barlow I can load up another level and start something new. Using this philosophy I have now left Cherryland and I'm back to playing about with Pipeland.

While playtesting the game I came up with the idea of letting Mayhem jump up through platforms and and landing on them when he falls back down. Also, to make him even more flexible, John could modify Mayhem's control system so that at the tug of the joystick you could drop through these platforms, improving the playability even more.

This type of platform would be included in each level along with the standard platforms that you can't go through. (I love coming up with ideas that give John more work to do!)

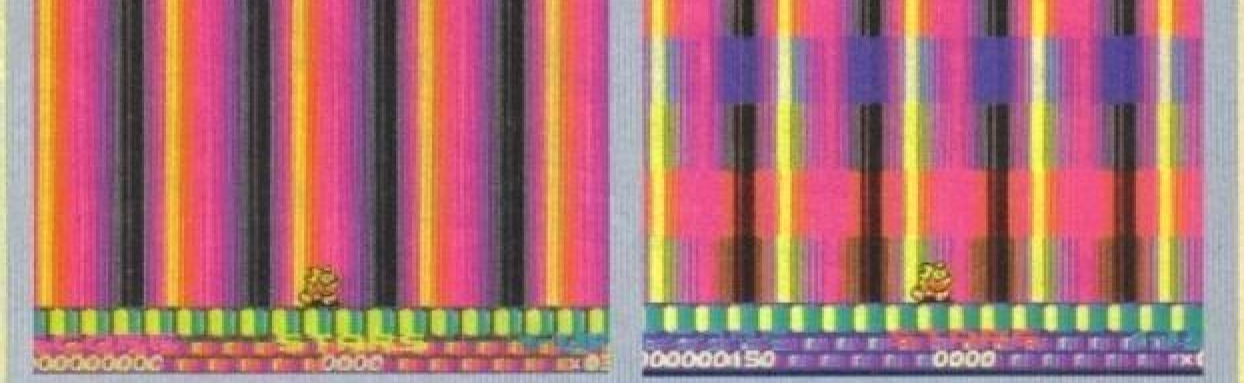


What see and hear are Steve's (left) department while what you play and how you play it is John's (right). Not that there isn't any, erm, creative crossover.

SPLITTING UP IS HARD TO DO (DOO BEE DOO)

You may recall Steve talking about using the same character multi-colours over the entire screen. This doesn't have to be the case, however. Every game we've written has incorporated what we call 'Colour Splits'. This entails making use of something known as an IRQ raster interrupt to change the on-screen multi-colours.

Because the screen is made up of hundreds of horizontal lines (which the raster scans from top to bottom 50 times a second), splits can therefore only be horizontal. If you set up a series of the splits down the screen, you'll see the several different bands across it (see below). However, what we can't split is each character's colour. To illustrate this, look again at the pictures below and you'll notice (hopefully) that the yellow, purple and black remain the same down the screen.



The IRQ raster allows Steve to introduce a bit more colour to a level by changing the multi-colours in a level but the effect only works in horizontal strips. Character colours aren't affected, that's why the yellows, purples and blacks in the right-hand grab remain the same all the way down, while greys and pinks can be changed. (Steve would like to point out that he knows the colour scheme is hideous, but it *is* for demonstration purposes.)

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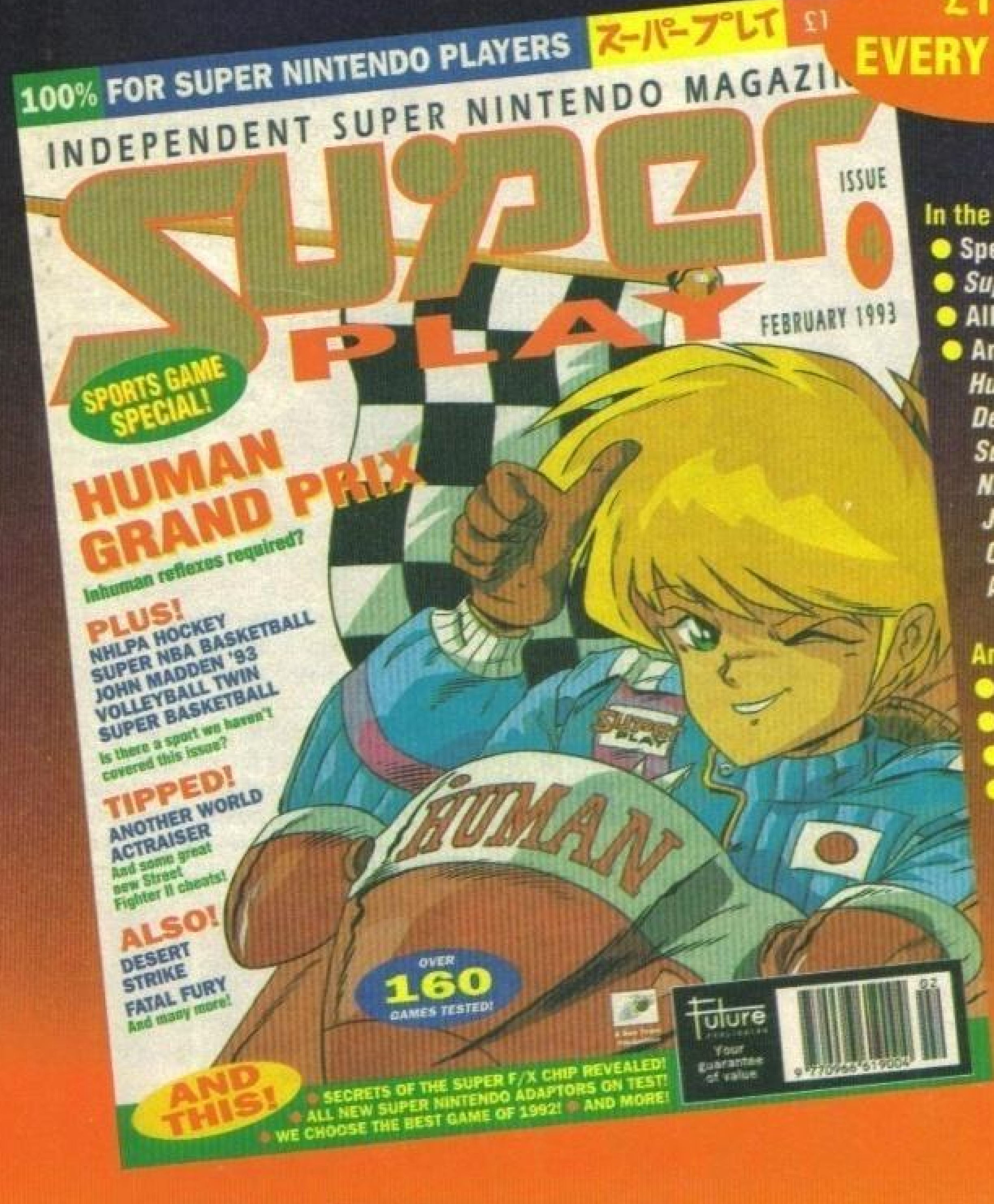

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FACE TO FACE

Grilled by CF readers this month is David Darling, founder and now director of CodeMasters and one of the original teenage coding brat pack.

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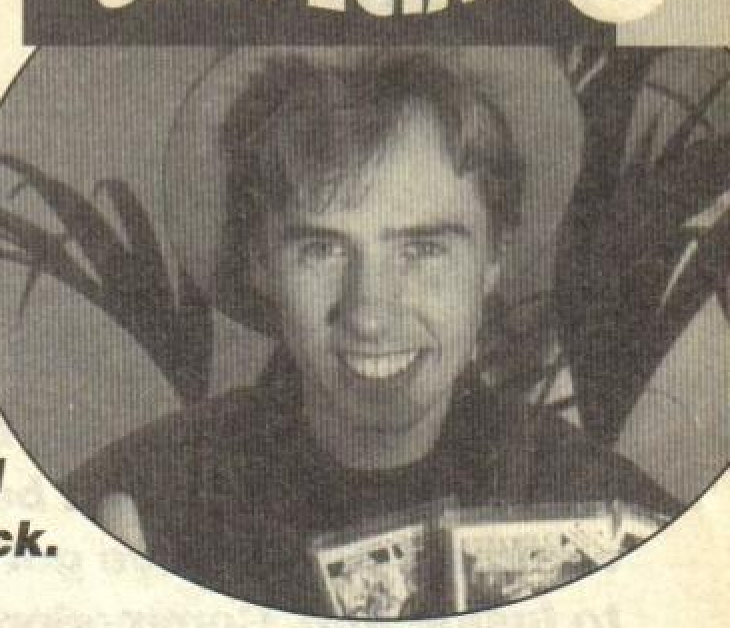


Stupendously successful software siblings – these days they're as common as Sock Shops. But the originals, the duo that started the trend were the Darlings, David and Richard, who set up CodeMasters in 1986. Now they're both directors of the company and mega-rich. David took time out from accumulating his fortune to answer your questions.

How did you and your brother split up the coding chores when you wrote games?
Warren Wayne Forrest, Derby.
I always used to be involved in the more creative elements of the game – such as the design, how the gameplay should work, what graphic style to use. I used to get Richard to work out all the complicated mathematics of the game programming.

How important is *Dizzy* to CodeMasters?
Dave Byrde, Chester.
Dizzy's been the most popular character we've ever launched into the games market. To be honest, I didn't think he'd prove at all popular at the time of launch. That was back in 1987 when we were concentrating on sports and action games more. We did it as an experiment into cartoon characters and since then we've never looked back. It's funny to see other companies creating similar characters now when we've had *Dizzy* for so long.

What do you actually do now? How much time do you have for games writing?
Phillip Hull, Crawley.
Sadly, I don't have the time to code anymore but I do review the games as they are being developed making sure each has all the right qualities. Most of my time now is spent making sure the company is going in the right direction and keeping check on all the new technology. And having meetings. I end up in a lot of meetings.

Is it true that *Seymour* plots are just discarded *Dizzy* storylines?
Darren Carlson, Lytham St Annes.
Yes and no. It all stems back to *Seymour Goes to Hollywood*. It was originally created for a *Dizzy in Hollywood*-type game but if you look at the *Dizzy* games we've always placed him in fantasy landscapes, never a real world area. So we decided to create a new character which would feature exclusively in real world scenarios. Hence, Seymour. All the games Seymour has starred in since then have been designed especially for Seymour and that has really developed him as a character.

How do you find your games testers?
Dave Hillier, Colchester.
Games testing is very important area but thankfully one in which there are a lot of qualified people. What qualifications? Well, being able to play games to death and to keep abreast of what other companies' games are like. If we need another games tester we normally advertise the position locally (so don't send me thousands of letters!) but we're well staffed at the moment. It's also a good job as games testing can lead to becoming a project manager. The problem is finding your break!

> **The C64 remains one of our main development formats, outlasting even the ST.**

Do you look at unsolicited games that are sent in?
Paula Gwillam, Deal.
Personally, no. Project managers take care of recruiting programmers or buying publishing rights to written games. We get quite a lot every day so there's often a backlog. If anyone is thinking of sending a demo there are a few important points to follow:

● Be original. Don't show us something that can be found somewhere else, or show off how you can improve an existing game.

● Write a simple instruction sheet. Don't worry about storylines or a game title just yet.

● Write your name and address on everything you send, including the disk!

● Remember, it's a job application so sell yourself – don't just bung a tape in the post with a scribbled message.

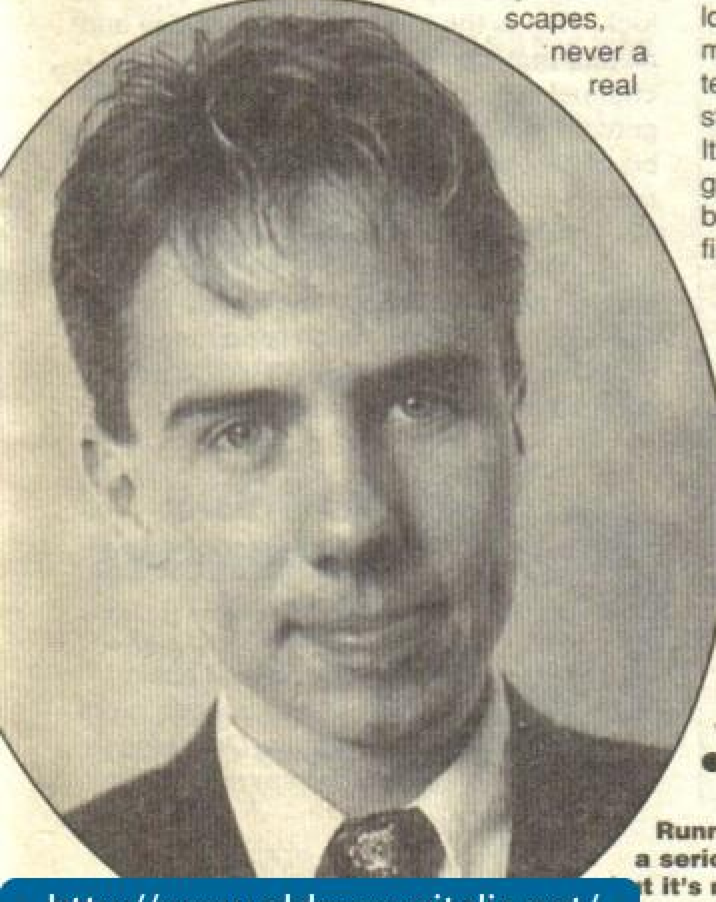
What's the best thing you've got coming up for release on the C64?
Sue White, Cheal.
We had a surge of 64 games over the Christmas period – *Crystal Kingdom Dizzy*, *Slicks*, *Super Star Seymour* – all great games. We're going a bit quieter on the C64 front over the next few months. But don't worry, we're not abandoning it. It remains one of our main development formats, outlasting the Spectrum, Amstrad and Atari ST.

What's the biggest selling CodeMasters game of all time?
Martin Morley, Rugby.
Treasure Island Dizzy. It's sold over half-a-million copies! And it still sells, years after release.

Who is the elder, you or your brother?
Martin and Tim Johnson, Milton Keynes.
I am. I'm 26 and Richard's 25.

Where'd you most like to go on holiday?
Jean-Luc DeMeyer, Brussels.
Venezuela for the rain forests. I quite fancy all that jungle stuff. Real wood – on trees (and not on boardroom tables!).

● Three more victims to go! If you have a question for Kelly Sumner (MD, Commodore UK), Ken Lockley (Public Relations Executive, Ocean) or Jeff Minter (Llamasoft) send it to us at the Face to Face address above.



Running CodeMasters is a serious business, (left), t it's not all work, work, , you know (above).

INSIDE INFO

If a little knowledge can be a dangerous thing then Jason Finch must be a 50 megaton nuclear warhead. So if you've got techie troubs write to Inside Info, Commodore Format, 30 Monmouth Street, Bath Avon BA1 2BW.

can you survive
The Texas Chain Saw Massacre 2
UNCENSORED

***Not** a sensible solution if you have trouble recording your games on to video.*

VIDEO NASTY

Dear Inside Info,
Please could you tell me how to record computer games on to video? I saw in another magazine that somebody had sent in some game graphics which they had recorded on to a video cassette. I have tried plugging the computer aerial into the video and tuning the video in, but the signal was very weak and not worth recording. Also, is there a program available which creates a list of credits scrolling up the screen like on television and also plays music at the same time as I want to record this sort of thing at the end of my home videos?
Matt, Derbyshire.

First, a brief explanation why the method you're using doesn't work too well. The computer sends its signal to the television on channel 36. The signal from the video cassette recorder (VCR) also uses channel 36. The two signals interfere and the resulting output on the screen is pretty poor.

You should be able to get a better picture by tuning the VCR to pick up channel 36 and then slowly adjusting the television tuning whilst watching the picture sent by the VCR. Just bfore everything goes fuzzy and you feel like screaming you should hit on a near perfect piccie. To improve the display any more depends on how technically advanced your VCR is. Look at the back of the VCR for extra sockets and controls. If there is anything that changes the channel to which the VCR's signal is sent, change it. If your VCR has some audio and video sockets for composite video then you're in luck. This is the method monitors use and means that the RF signal on the dreaded channel 36 is never sent to your VCR – it gets its input from a different place. With a bit of luck and effort you should be able to record some decent stuff from your 64.

Try checking out the PD libraries for a program that scrolls credits and plays music. I don't personally know of any except *The Video Title Shop* which is no longer available, although you might like to try to get hold of a second-hand copy.

OPEN STRINGS

Dear Inside Info,
In *CF*21 Gail Worthington wanted to know how to save text and you gave her a short program detailing how to open a sequential file, and also one for reading from that file. The first line was:

```
10 OPEN 2,8,1,"FILENAME,S,W"
```

What I would like to know is how to change the "FILENAME" part because you can't use F$ or anything like that in the program between the quotes.
Aaron Dinnage, Victoria, Australia.

To use strings that may vary, you can give any of the following commands and your C64 will cope admirably:

```
OPEN 2,8,1,F$+",S,W"
OPEN 2,8,1,"TEST"+A$+"/"+B$+",S,W"
OPEN 2,8,1,F$+G$+H$+",S,W"
```

Or you could make the variable A$ equal to ",S,W". Then, whenever you had the filename stored in F$, you could give the command:

```
OPEN 2,8,1,F$+A$
```

STRING THING

Dear Inside Info,
I recently bought a second-hand C64 which didn't come with an instruction manual. I've managed to work out the basics of programming and a bit about strings from reading your section each month – well not much about strings really. Could you give me some information on string handling please, like how to chop bits off, how to display only certain bits of strings and things.
Andy Soye, Manchester.

There are plenty of commands that can be used with strings. For those of you who don't know, a string is a list of characters which is given a name, such as `A$="HELLO"`. The $ symbol means that what follows is a list of characters – `HELLO` is the actual string, and `A$` is just the name given to it.

The main commands for 'chopping up' strings are `LEFT$`, `RIGHT$` and `MID$`. The best way to show how they work is by example:

```
10 A$="COMMODORE FORMAT"
20 W$=LEFT$(A$,9)
30 X$=RIGHT$(A$,6)
40 Y$=MID$(A$,4,3)
50 Z$=MID$(A$,8)
60 PRINT W$:PRINT X$:PRINT Y$:PRINT Z$
```

That should give you the following results:

```
COMMODORE
FORMAT
MOD
RE FORMAT
```

`LEFT$(A$,9)` gives you the left-hand nine characters and `RIGHT$(A$,6)` gives you the right-hand six characters. `MID$(A$,4,3)` starts at the fourth character (the 'M') and takes the next three characters. `MID$(A$,8)` takes everything from the eighth character (the 'R') onwards. You can join strings with the + symbol. So, for example, `PRINT W$+X$` would result in "COMMODOREFORMAT" if you typed it after running the above program (note that the space is not included).

SOUNDS EXPENSIVE

Dear Inside Info,
1) In *CF*25, David Lees asked about putting speech in programs. One thing you didn't say was where

You reckon that CDs are a bit pricey? Wait 'til DCC and DAT arrive on the market.

you can still get a sampler. I know Datel did one, but is it still available?
2) What leads do I need to plug my C64 into a stereo system?
3) Is it possible to change my new C64C's SID chip with an old SID chip because the samples don't come out on certain games and loads of PD demos?
Martyn Tebbutt, Leicester.

1) If you're very quick you should be able to get the Datel sound sampler you mention. They only have seven left in stock and they're all for disk only. When they're gone, Datel aren't getting any more in.
2) The C64 doesn't produce a stereo output and there's no standard lead available that will connect your C64 directly to a stereo system, as far as I'm aware. The other possibility is to connect your C64 to a video recorder, and then connect the video to the stereo system (if it has the capability). For information on how to connect your C64 to a video recorder, see the letter titled VIDEO NASTY.
3) Yes, but only with a lot of supplementary work. To cope with the new SID chip, the layout and values of the capacitors on the circuit board have also been altered. So, if you just replaced your new chip with an old chip (assuming you could find one) it still wouldn't work unless you replaced a number of capacitors as well, which involves a lot of work.

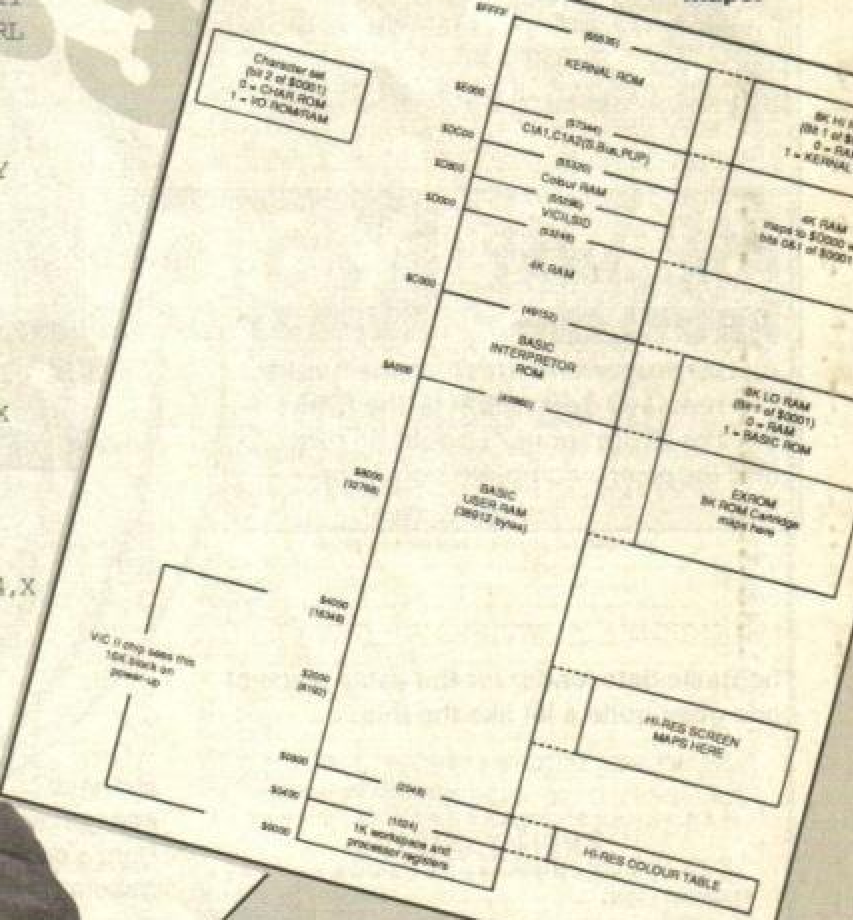
ASSEMBLER 'ASSLES

Dear Inside Info,
I'd like to start by saying how excellent your section is. Keep up the good work and try to scrounge yet another page as it's by far the best bit of *CF*!
1) Having read the reply to 'Doubling Up' in *CF*26, I've been trying to write a piece of machine code to do the same task, without any luck. Could you please help me out?
2) How can you generate random numbers within Assembler language? How about within a certain range? Please enlighten me.
Anthony Watts, Essex.

1) You didn't specify whether you're after an Assembly language listing or a BASIC data loader so I'll give you both, 'cos I'm in a generous mood. But you won't be able to execute the longer program if you don't have an assembler. Once you've assembled the code or RUN the program, enter `SYS 49152` to make the clone of the character set – don't blink or you'll miss it – and then `POKE 53272,28` to change it. Each double height character is made up of the original character and the reversed character beneath it. Right, here we go with that mammoth Assembly listing first:

```
1000                 * = $C000
1010 MEMORYCTRL      = $01
1020 ROMIMAGE        = $D000
1030 NEWLOCATION     = $3000
1040 ;
1050                 LDA #>ROMIMAGE
1060                 LDX #>NEWLOCATION
1070                 LDY #>(NEWLOCATION+$400)
1080                 STA $A9
1090                 STX $FC
1100                 STY $FE
1110 ;
1120                 LDA #$00
1130                 STA $A8
1140                 STA $FB
1150                 STA $FD
1160 ;
1170                 SEI
1180                 LDA #%00110011
1190                 STA MEMORYCTRL
1200 ;
1210 MAINLOOP        LDY #$00
1220 COPYCHAR        LDA ($A8),Y
1230                 STA CHARDEF,Y
1240                 INY
1250                 CPY #$08
1260                 BNE COPYCHAR
1270 ;
1280                 LDX #$00
1290                 LDY #$00
1300 TRANSFER        LDA CHARDEF,X
1310                 STA ($FB),Y
1320                 INY
1330                 STA ($FB),Y
1340                 DEY
1350                 LDA CHARDEF+4,X
1360                 STA ($FD),Y
1370                 INY
1380                 STA ($FD),Y
1390                 INY
1400                 INX
1410                 CPX #$04
1420                 BNE TRANSFER
1430 ;
1440                 LDA $A8
1450                 CLC
1460                 ADC #$08
1470                 STA $A8
1480                 LDA $FB
1490                 CLC
1500                 ADC #$08
1510                 STA $FB
1520                 LDA $FD
1530                 CLC
1540                 ADC #$08
1550                 STA $FD
1560                 BCC MAINLOOP
1570 ;
1580                 INC $A9
1590                 INC $FC
1600                 INC $FE
1610                 LDA $A9
1620                 CMP #>(ROMIMAGE+$400)
1630                 BNE MAINLOOP
1640 ;
1650                 LDA #%00110111
1660                 STA MEMORYCTRL
```

Elephant's never forget their way to the veldt. Know why? 'Cos they've got maps.


$FFFF
(65535)
KERNAL ROM
$E000
(57344)
CIA1,CIA2(S.Bus,PUP)
$DC00
Colour RAM
$D800
VIC/LSID
$D000
(53248)
4K RAM
$C000
(49152)
BASIC INTERPRETOR ROM
$A000
(40960)
Character set (bit 2 of $0001) 0 = CHAR ROM 1 = I/O ROM/RAM
8K HI RAM (Bit 1 of $0001) 0 = RAM 1 = KERNAL ROM
4K RAM maps to $D000 when bits 0&1 of $0001 = 0
8K LO RAM (Bit 1 of $0001) 0 = RAM 1 = BASIC ROM
EXROM 8K ROM Cartridge maps here
$8000 (32768)
BASIC USER RAM (38912 bytes)
$4000 (16384)
$2000 (8192)
VIC II chip sees this 16K block on power-up
HI-RES SCREEN MAPS HERE
$0800
$0400
$0000
(2048)
(1024)
1K workspace and processor registers
HI-RES COLOUR TABLE

MEMORY GUIDANCE

Dear Inside Info,
Could you please print the memory map of the C64 in Inside Info? I really need it and I don't own a *Programmer's Reference Guide* – and I can't get one because the C64 is extinct down here!
P Kelaita, Sydney, Australia.

Extinct? That doesn't sound too good, does it? Loads of memory maps have been published for the C64 over the years, but just up there a bit is one that Dave laboured over for hours especially for you.

...INFORMATION BANK...INFORMATION BANK...

What's this then? Something new? Sure is. This is a new regular bit where I get to show off my programming knowledge and you get some dead handy coding tips. What a team we make!

DATA SAVER

If you're trying to save some machine code data but you don't have a machine language monitor or similar programming tool, it can be awkward. The following short program allows you to give the command

```
    SYS 679,F$,DEV,2,SA,EA+1
```

so that you can save code between memory locations SA and EA to device number DEV (tape=1, disk=8) with the name F$. So if you had some data at 49152 to 49263 you could give the following command:

```
    SYS 679,"DATA",1,2,49152,49264
```

The computer would then save the information to tape with the filename DATA.

```
1  REM DATA SAVER BY J FINCH
2  FOR X=679 TO 733:READ Y:C=C+Y:POKE
   X,Y:NEXT X
3  IF C<>6633 THEN PRINT "DATA
   ERROR":END
4  PRINT CHR$(147);"SAVE: SYS
   679,F$,DEV,2,SA,EA+1"
10 DATA 032,212,225,032,253,174,032,138
11 DATA 173,032,247,183,165,020,072,165
12 DATA 021,072,032,253,174,032,138,173
13 DATA 032,247,183,166,020,164,021,104
14 DATA 133,252,104,133,251,165,001,041
15 DATA 254,133,001,169,251,032,095,225
16 DATA 165,001,009,001,133,001,096
```

FOR...NEXT PROBLEMS

All the programming reference books I've read say something to the effect of, 'The programmer should ensure that loops are complete before he breaks out of them.' The only trouble is, they never tell you how to do it. Imagine you have the following program:

```
10 FOR T=1 TO 10
20 IF A$(T)="END" THEN 50
30 NEXT
40 PRINT "NOT FOUND": END
50 ...rest of program
```

The problem here is that the loop will never end properly. When A$ (T) is "END" then the program will leap to line 50 missing out lines 30 and 40. This leaves the loop "hanging" forever because the NEXT statement is never executed. What you need to do is use a flag (F), which is a bit like a switch – you only ever set it on or off. You tell it to switch over when A$(T) is "END", and check it again when you're outside the loop. Using flags saves memory, makes detecting bugs easier and lets you close loops properly. Here's how to sort out the mess above.

```
    10 F=0: FOR T=1 TO 10
    20 IF A$(T)="END" THEN F=1:T=10
    30 NEXT: IF F=1 THEN 50
    40 PRINT "NOT FOUND": END
    50 ...rest of program
```

```
1670             RTS
1680 ;
1690 CHARDEF     BYT 0,0,0,0,0,0,0,0
```

The Basic data loader for the same piece of code goes quite a lot like the this:

```
1  REM DOUBLE HEIGHT CODE BY J FINCH
2  FOR X=49152 TO 49263:READ
   Y:C=C+Y:POKE X,Y:NEXT X
3  IF C<>16879 THEN PRINT "DATA
   ERROR":END
10 DATA 169,208,162,048,160,052,133,169
11 DATA 134,252,132,254,169,000,133,168
12 DATA 133,251,133,253,120,169,051,133
13 DATA 001,160,000,177,168,153,104,192
14 DATA 200,192,008,208,246,162,000,160
15 DATA 000,189,104,192,145,251,200,145
16 DATA 251,136,189,108,192,145,253,200
17 DATA 145,253,200,232,224,004,208,233
18 DATA 165,168,024,105,008,133,168,165
19 DATA 251,024,105,008,133,251,165,253
20 DATA 024,105,008,133,253,144,194,230
21 DATA 169,230,252,230,254,165,169,201
```

2) There are various methods you can use to generate random numbers in machine language. One is to use the system clock which changes constantly. Here's an Assembly listing that does just that:

For an info blast more mighty than the Big Rat's check out the Information Bank.

```
1000               * = $C000
1010 RANDOM        LDA RANDBYT
1020               ASL A
1030               ASL A
1040               CLC
1050               ADC RANDBYT
1060               EOR $DC04
1070               STA RANDBYT
1080               RTS
1090 RANDBYT       BYT 0
```

To obtain a random number between zero and some other value, just keep subtracting the number you want to be the maximum value from the result until the result is within your chosen range:

```
1100 RANGE         LDA RANDBYT
1110 CONTINUE      CMP SEED
1120               BCC RANGEXIT
1130               SBC SEED
1140               JMP CONTINUE
1150 RANGEXIT      RTS
1160 SEED          BYT 0
1170 ;
1180 GETVALUE      JSR RANDOM
1190               LDA #50   ;MAX VALUE
1200               STA SEED
1210               JSR RANGE
1220               RTS
```

All you then need to do is call GETVALUE and RANDBYT will be given a value between zero and your chosen maximum. If you want a range with a different lower limit, say 25 to 100, first find a number between 0 and 75 and then add 25 to get it in the range you want.

POKING AROUND

Dear Inside Info,
I recently bought a C64 and, being new to the game, I wonder if it's any easier to read the manual backwards first. However, my prime questions are:
1) Do I have to switch the C64 off every time I want to change games and wait 15 seconds before I load another one?
2) What does POKE mean?
3) Do you enter that word in or simply thrust with your finger?
Roy Philbrook, South Devon.

1) This is a tricky one to answer because a lot of people will recommend that you should wait some time between switching your computer off and switching it back on again. For eight years I've been constantly flicking my switch off then on again practically instantaneously and no harm has come of it. Basically between games you will have to switch your computer off, but whether you give yourself time to make a cup of tea before switching it back on is just a matter of taste. (*Earl Grey? – Ed.*)

2) Imagine that your C64's memory is made up of 65,536 'pigeon holes'. Each pigeon hole is labelled with something like 'background colour' or 'volume level' or just plain ordinary RAM. Inside each hole is a piece of card on which is written a number from 0 to 255. When you POKE it's like removing an old card and sticking in a new one with a different number on it. This new number would instruct the computer to do something different. For example, try typing `POKE 53280,1` when you switch on your machine. Pigeon hole number 53280 is labelled with 'border colour' and the number that you have written on that imaginary card (the number one) is the code for white.

3) You thrust with your finger four times – hitting the keys P, O, K and then E.

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****

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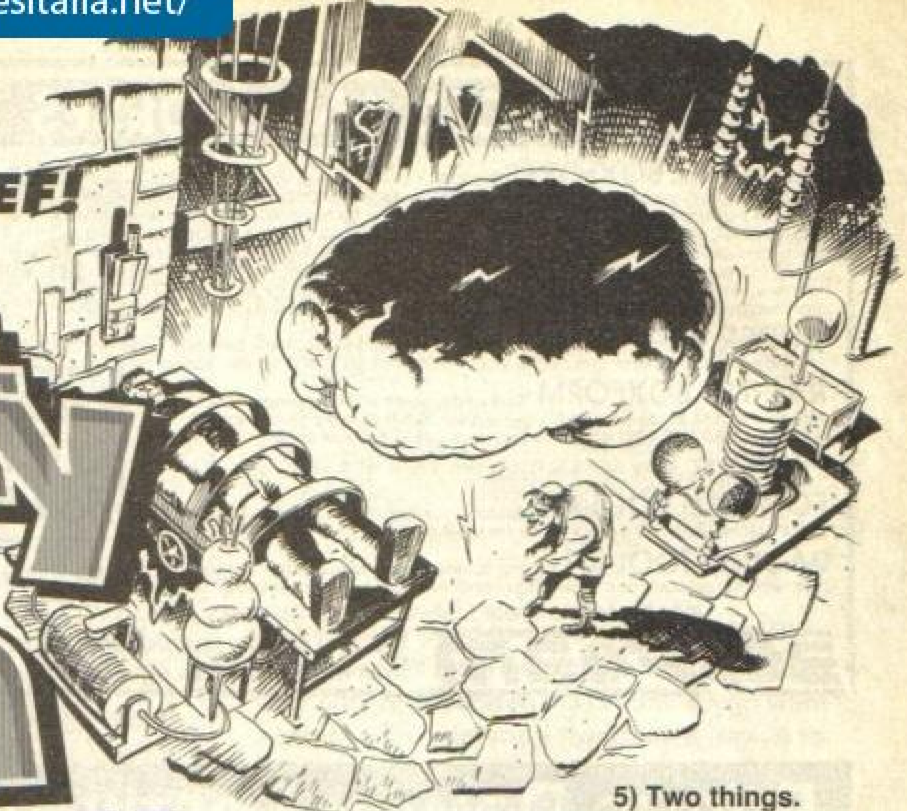
HORROR BEYOND BELIEF!

The Mighty Brain



CERT X

Somewhere in the cosmos a great intelligence stirs. It seeks knowledge, enlightenment and a vending machine that serves a decent cup of tea. This is the Mighty Brain, the universe's greatest cerebral athlete. To get him doing somersaults for you write to TMB C/O Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW – NOW!

POLE TO POLE

Dear The Massive Blob,

I have recently moved to Canada and I am in the UK on holiday. While I'm here I have a couple of questions for oversized melon-head.

1) In Canada we get a number of British computer mags, but we don't get yours. Please tell me why because I don't have enough money to subscribe from Canada?

2) I have sent away to a mail order company for the game *Beavers*. A couple of days later I received a reply saying it wasn't released yet. Yet on the Early Warning Scanner in *CF*20, 21, 22 and 23 it said it was just one month away. Please tell me why because I have been waiting for four months and it still hasn't come!

3) Any chance of getting *CF*16 (with tape)?

4) You are always saying that Roger Frames is real. I believe he is, but some people apparently don't. So could you print a real-life photo of him on your pages.

5) On page 35 of *CF*27 'Clur' said that she would like a signed baseball bat for Christmas. Well I can't get her that but I can get a signed baseball for her (if she's good).

Neil MacDonald, Fife (and Canada).

In The Search for CF Mike Palin scours the globe for our remotest readers.

1) I had a brief word'ette with our circulation peeps and they assured me that some copies of *CF* do reach Canada. However, Canada is what's known as a very big place and these copies are spread very thinly. I know it's of little comfort to you, Neil, but the only sure way to get an overseas copy is to subscribe. Alternatively you could always ask a relative or friend still in the UK to get your copies and then post them over!

2) *Beavers* is on its way. The reason for the delay is simply that the guys who were coding it were needed to help out on some of the other Grandslam projects. As soon as they get the chance they've promised to get *Beavers* finished ASAP.

3) They've sold out I'm afraid. All our available back issues (see page 52) do come complete with, tapes though!

4) You're quite right, Roger does exist – no imagination, no matter how fevered, could conjure up that nightmare! We've agreed with Mr and Mrs Frames, though, never to print a picture of the lad for a few reasons:

i) If folk knew exactly what Roger looked like, he would be the target for fan/hate mail (delete as applicable).

ii) The anonymity aids his work.

iii) He's REAL ugly!

5) Two things. First, did you notice that she wanted a baseball bat signed by a basketball team (the Chicago Bulls)? Weird! Secondly she's not been good! Why just the other day she... (*Shut it! – Clur*).

TMB

MAD AS A BALLOON!

Dear Might Barin... I mean Brain,

I've got you sussed mate! You ain't no brain, sir, you are a helium-filled novelty balloon. Wanna know how I know? (*Yes, I'm intrigued – TMB.*) Reason one: if you are a huge knowledgeable, omniscient being you wouldn't be within two light years of a clown like James Leach or answering questions from snotty kids (like me). Reason two: in *CF*26 you said, and I quote, "One poke with a sharp object and I'll deflate!" Ever heard of a brain deflate? No! Ever heard of a balloon deflate? Me too!

Answer the following questions or I'll tell the *CF* staff (*Uh, you already have! – TMB*) and you'll never hear the end of it. Just think of the jokes. It's blackmail – love it!

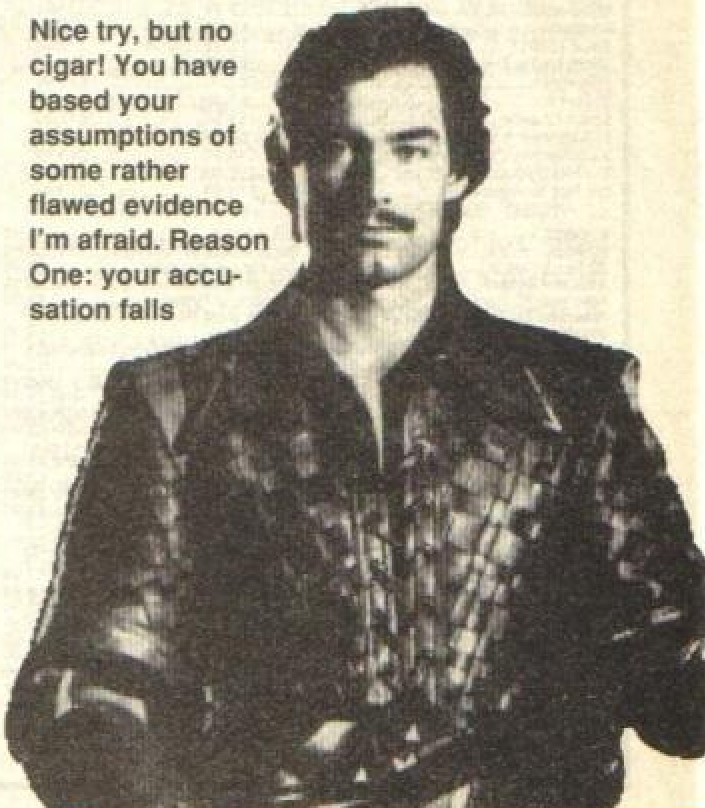
1) Christmas approaches (*and has swiftly passed – TMB*) and I'm looking for some good games. Is the original *Streetfighter* really worth the cash?

2) Will *Lemmings* be much cop?

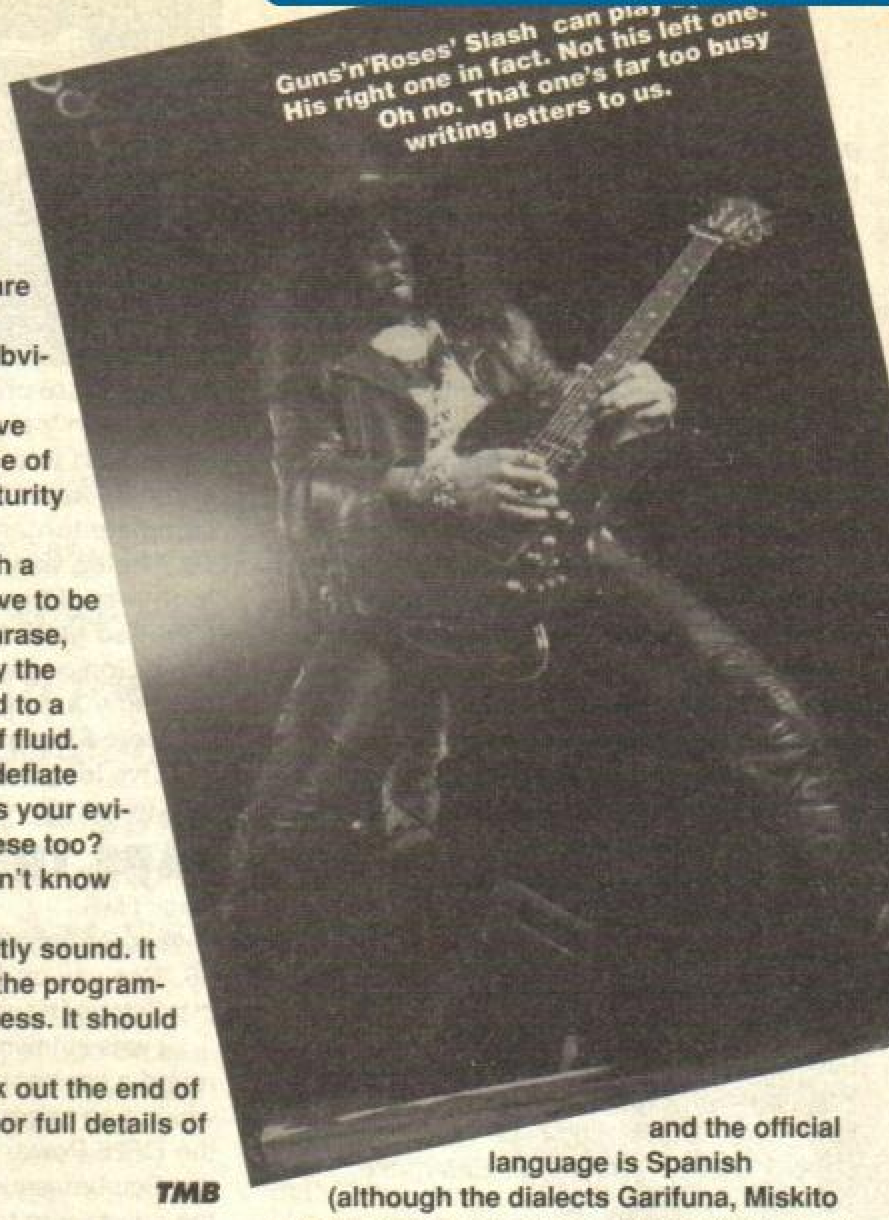
3) Why don't you have a section for selling old games? I'm desperately seeking *Speedball 2*. I'll do anything to get it!

Andy Duckett, Wedmore.

Nice try, but no cigar! You have based your assumptions of some rather flawed evidence I'm afraid. Reason One: your accusation falls



Anagrams are strange things. You might, for example, have spotted that Brain is an anagram of Barin but oddly, Mighty isn't one of Prince.



Guns'n'Roses' Slash can play
His right one in fact. Not his left one.
Oh no. That one's far too busy
writing letters to us.

down on the grounds that it is too subjective. Namely you are putting yourself in my 'shoes'. My motives for what I do and where I work are mine alone – your actions if you had my powers would obviously be different. Besides clowns are always fun to have around and I see no evidence of either nasal mucus or immaturity in your letter!

Reason two: working with a maximum of 50 words we have to be brief. I did indeed use that phrase, but it was intended to convey the dangers of a puncture wound to a creature largely composed of fluid. Besides, many other things deflate (currencies, egos, etc) – does your evidence not also imply I am these too?

1) I hated *Streetfighter 1*. Don't know why, just did!

2) The 'game' itself is perfectly sound. It just depends on the skill of the programmers in the conversion process. It should be good though!

3) I'm glad you asked. Check out the end of the letters page this month for full details of our new small ads service!

TMB

ROD KICKS PLUGS

Dear Mighty Brain (Dead),

Why did you spell my surname wrong in *CF*27? It's Pengelly – only one Y you doughnut!

1)When *Lemmings* is released on the C64 will there be the same number of lemmings on screen as the Amiga version (100) or just 15 like the NES version?

2) Which is better, *Creatures 1* or *2*?

3) Is there a computer game based on the ITV cartoon *Victor and Hugo*?

4) What game on the C64 (cassette) has the best graphics?

5) What's the capital of Honduras?

Mawgan Penyelly (oops, sorry! – TMB)
Pengelly, Plymouth.

Sorry about the name, but I'm afraid I couldn't read your writing very clearly!

1) The 64 version of *Lemmings* should have 100 of the suicidal rodents on screen at once. It's the problem of displaying them all that has caused the long coding delay.

2) *Creatures 1* is more of a slow platformer but only costs £3.99. *Creatures 2* has better puzzly elements and costs £10.99. Both are very good, but I prefer *Creatures 2* – in my opinion it's got the 64 best graphics yet. Ah, that was question four, wasn't it?

3) Not yet, but if the entries for our 'But I Wanted A Bike' compo are anything to go by there certainly should be one. If you remember, we asked entrants to name the film/TV show which they thought would make a really good game, and *Victor and Hugo* got a surprisingly large number of votes. For the full results check out pages 47 and 48.

4) Ahh! See answer two.

5) Tegucigalpa, population 640,000. The birth rate is 4.23 per cent, while death rate is 0.9 per cent. The city is 97 per cent Catholic and the official language is Spanish (although the dialects Garifuna, Miskito and English Creole are used in certain areas).

TMB

JUNG AGAIN!

Dear Clever Cerebral Cortex,

Answer my questions or I'll teach Roger Frames to perform split-brain surgery (ha!).

1) Oh no, I've forgotten!

2) Oh, that was it! If *Dizzy* is an egg, is Seymour a potato?

3) Why does Roger Frames hate all girls? Lots of us are really nice. It could be a psychological disorder stemming from early childhood (according to Freud).

4) How can you answer questions when you're just and appendage-less brain?

5) Sorry about the long sentences, I'm an 'A' Level English student.

6) I am also doing psychology and we sometimes study chopped up brains – sorry!

7) Most of my games are over three years old. Any chance of a vintage games slot, like on *The Chart Show*?

If Roger gives you any trouble tell him my sister fancies him because she thinks he looks like Mark Curry.

Slash's Left Ear.

PS Tell the music lovers in the team that Nirvana, Guns 'n' Roses, the Cure and Atlantic 252 are pretty hot in Monmouth.

PPS You can edit this letter a bit because I know it's too long.

After McDonaldland, what next?

1) Psst. It's about *Dizzy*!

2) No. Seymour is a wobbly lump of what can only be described as goo! Maybe if you left a spud alone for a really long time, though... (*I disagree. I reckon he's a potato, but perhaps going a bit to smash – Clur.*)

3) If you want to know a secret, I think that it may all be a bit of a put on. He's recently been spotted chatting to Veronica SOCIALLY! (*Lies!! Lies!!! LIES!!!! – Roger.*)

4) How can you write them if you're just the ear of a guitarist? You looked great in the wedding photos by the way!

5) Sorry about the long reply. I'm a student of life myself!

6) If it's necessary for your education, I suppose I can live with the idea.

7) Nice idea! A veritable humdinger no less! We'll give it a shot!

Are we talking about the same Mark Curry here? Not Mark *Treasure Houses* Curry? If so, qualify in psychology quickly and help your poor sister!

TMB

PS Why are they hot? Has somebody stolen them?

PPS I already have!

WHOPPERS!

Dear Tiny Mouldy Banana,

I have been a subscriber to *CF* since issue one and as I have been so faithful I think the least you could do is put pen to paper (or mind to computer or whatever you do) to answer these simple questions:

1) Have Virgin ever considered publishing a game called *Burger King Land*?

2) Will *Road Rash* ever make it to the C64?

3) If you could drive (or can you) what kind of Earth transportation would you use?

Cheers,

Jamie Kidner, Taunton.

PS In *CF*27 you printed a picture on p.43 entitled *Cook*. Unfortunately you didn't print my name along with it. So to unravel the mystery, see under 'Cheers'.

1) No. However, there was once a game called *Mr Wimpy*! It was awful.

2) It seems unlikely, especially as the Amiga conversion looked good but didn't have the same magic as the console versions. This, I think, will stop its translation to other formats.

3) It would be a toss up between three different vehicles: a Triumph Herald 2.0 Vitesse convertible, a Ferrari Dino or the 237 between Hounslow and Richmond.

TMB

PS So you admit it! Fancy sending in an entry with your name and address attached. No wonder it confused our simple-minded Ed! Are you getting the picture Webb? (*That's the worst attempt at sarcasm I've ever heard – Ed.*)

YOU BET

Dear TMB,

1) Will there ever be a *Turrican 3*?

2) Why was there no two-player option on *Test Drive 2: The Duel*?

"Look, Jim, I really don't think this is the best way to get the Romulans to trust us."

3) Why is that Cyclopedia such a wimp?
4) I placed a bet on the annual Wingfret Zuubel races and I won. The only trouble is that I can't collect my four Winged Drats in prize money? Can you help?
5) Which company is producing *Lemmings*?
I must be going now as I want to play *Bully's Sporting Darts*, that utterly brilliant darts sim!
Shane Hadfield, Sheffield.

1) Since the success of *Turrican* and its sequel, *Turrican*, erm, *2*, the programmer has been in great demand. So a *Turrican 3* seems unlikely at this time. Besides what new stuff could they do with the character?
2) Some folk would argue that it was a shame they put one-player mode on there. Programming restrictions would probably be the argument used by the coders. It does seem silly to have a one-player game titled *Duel* don't you think!
3) He just is. It's sad, pathetic even, but you're right. (*Right, that's it, TMB. Jackets off, in the car park, NOW! – Ian.*)
4) I could lend you four Netnyips 'til Friday.
5) Psygnosis ☎ 051 709 5755.

TMB

DR WHAT?

Dear Sir/Madam,
I am writing to you because I want to know if *Dalek Attack* is good or not? I noticed in your preview that its background graphics looked neat. However, the only colours are purple and black? Is it worth buying for £7.99? Is the game a multi-load? Has it got a two-player mode? Is the sound/music good?
Wan-Loon Yau, Wigston.

The full review of this game can be found on page 58, and it should tell you all you need to know (though you might be a little disappointed). However as regards the preview shots, it's like this: 'pages' are generated as film. There are four films, known as separations, and each is one specific colour – Cyan, Magenta, Yellow or Black. When these separate films are placed on top of each other in this order the mix of colours produces what you see on paper. If the 'separations' are in the wrong order then different colours are created. This appears to have happened with our *Dr Who* preview page, because if you look you can see that Ian Cyclopedia is green, which was definitely an improvement.

TMB

BOLDLY GONE!!!

Dear blob of space matter,
In your column in *CF*24 you said that *Star Trek* was released four years ago by Firebird/MGA Softcat/Simon and Schuster. Yet after many long 'treks' in time and space I have still to find it. Help me!
Captain James T Kirk, USS Enterprise.

Now you see, those games were, as we experts say, very, very old – almost as old as the original series. Software is like records: for the first few weeks after release there are copies all over the place. Then, even 'newer' titles are released and these start to crowd the 'older' games off of the shelves. You can generally see a complete turnaround every six months or so. So, it's very unlikely you will find a four-year old game on the shelves. Have you tried getting hold of the Soupdragons' *Love God* on tape recently? I'm sorry if I've caused you unnecessary treks, I merely answered the original question.

Live long and prosper.

TMB

TAPE TRUBS

Dear TMB,
In your September issue you stated, on page 66, 'See you on 17th September' meaning that the October issue would be out on that day.

I was in town on the 9th September going round a car boot sale when I noticed a stall which had approximately a dozen of each of the *CF*25 Power Packs, which were out with the October issue. At once I raced around to the newsagent to buy the magazine only to be told the inevitable – that it was not due out until the 17th, as you'd said.

How was this character able to obtain Power Pack cassettes in such numbers, before the magazine was in the shops?
P Trill, Crewe.

I'm shocked, nay appalled, even at the thought of it! We are on the case right now – well the rest of the team are, but they said I looked funny dressed up in a Trilby and mac! At the moment I'm unable to give too many details – as they say on Trent's fave show *CrimeWatch* – but rest assured, we will find out.

While we're on the subject of 'street dates' – when the mag goes on sale – if you're having troubles getting hold of *CF* on the day it's supposed to be in the shops, ask your newsagent to contact 0225 442244. This number gets you through to the folks who make sure that *CF* gets to you on time, otherwise known as the Future circulation peeps.

TMB

DAVE'S SECOND-HAND EMPORIUM NOW OPEN

Over the last few months the mere hume's with whom I am supposed to 'work' have finally realised that there was one service sadly missing from the world of *Commodore Format* – small ads! Have you ever wanted to sell or buy some C64 kit only to find that the local stores don't stock it or aren't interested in buying it? Have you ever wanted to complete your games collection but the title you desperately want has been deleted? We've taken phone calls from folk with just this kind of problem and and so we've decided to start a small ads section where C64 readers can buy and sell C64 specific stuff and be sure of catching the eye of everyone who's anyone in the Commodore scene.

To place an ad all you have to do is fill out the form below and send it to:

'Uncle Dave's Second-Hand Emporium',
***Commodore Format*, 30 Monmouth**
Street, Bath, Avon BA1 2BW.

Unfortunately we'll have to charge £5 (payments by cheque made payable to *Commodore Format*) per ad, but it'll be seen by 60,000 people, so it's a bit of a barg' even by Roger's standards. There are a few ground rules, for your protection, that I must make clear right now:
1) *Commodore Format* will not support piracy. Any ad promoting such practices will not be carried. And furthermore, we won't even place ones which sound a bit dodgy. So make your ads clear!
2) We need your address but we will only print your phone number. This will speed up the response time.
3) We'll do our best to place your ad in the next possible month's issue. Printing deadlines, however, may occasionally force the ad to be carried over to the following month. So give us time.
4) This service is intended for private individuals and not companies. *Commodore Format* reserves the right NOT to run an ad if it appears to contravene the spirit of the section.

Ads to appear in the March issue of CF (30) must reach our offices by 20th February 1992.

ORDER FORM

NAME ____________________
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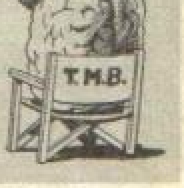
TELEPHONE ____________________

Classification. Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Other

THE END

This is the end, my perfect friend. I'll never look into your eyes again. However if you're fuming, joking or plain confused why not drop TMB a line? Every month 'he' scans the mail sack for those special letters that help make these the best letters pages since Jonathan Swift stopped writing to *The Times*. To have your say write to TMB, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. TMB can't reply to letters personally so please DON'T send any SAEs.

Oh, and before I go – D Williams of Sittingborne, it's ISBN 0-14-043168-3!



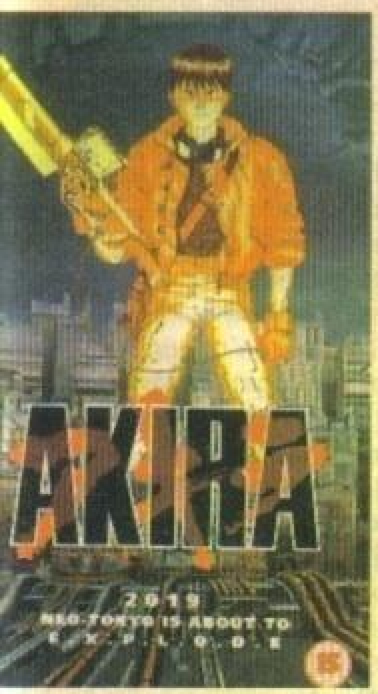
BUT I WANTED A BIKE RESULTS

Without doubt it's been the most popular compo we've ever run. It probably had something to do with the prize – over 130 games. And you came up with some stonking suggestions for which TV shows and films would make great C64 games.

Unforgiven, the only-shoot-if-you-have-to-'em-up.

Competitions, eh? Don'tcha just love 'em? Well, obviously *you* do because we've been snowed under by your entries to our But I Wanted A Bike Compo (*CF*27). Normally we just whack out a list of winners and stick 'em on the Next Month page but some of your answers were so smart that we just had to print them.

Up for grabs were over 130 different games from Alternative, and all you had to do win them was answer three dead easy questions then give us your suggestion for a tie-breaker. The questions were simple, despite the fact that our 'beloved Ed' was suffering from a bad case of misnomeritis – the sad sap thought that Duckula's maid was called Nursie and not Nanny – as loads of you pointed out! (The other correct answers were Burke and Penfold, just in case you were wondering, not that many of you got them wrong.)

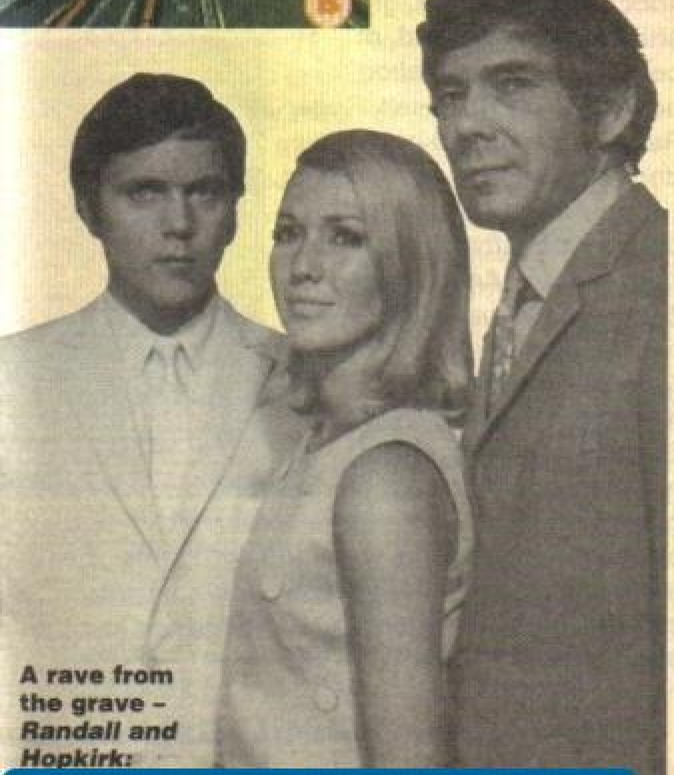


Kaaneeeedaah! Race those bikes through a futuristic Tokyo.

The truly brilliant response, though, came in the form of your tie-breaker suggestions. We asked you to suggest a previously-ignored TV show or film that would have made a classic computer game. We thought it'd be easy to sort the wheat from the chaff. But no – it was nigh on impossible! You came up with an amazing range and variety of proggies and movies. loads of which would have made massively brilliant games.

What better way to immortalise Benny Hill than with a 64 game?

Views were aired, discussions held, voices raised and bits of furniture thrown violently around the office as we argued... erm, weighed up the merits of each and every suggestion – seldom has the entire *CF* crew been so excitable and strident in our views. So here for your amusement and amazement we proudly present the best (and worst) of YOUR suggestions...



A rave from the grave – Randall and Hopkirk:

Try convincing your mum that *The Texas Chainsaw Massacre's* got any educational value.

WEIRD

(OR, HOW WOULD YOU MAKE A GAME OF THAT?)

THE BENNY HILL SHOW (Andrew Bozhko) – You have to save a bevvy of bikini-clad women from a leering milkman? Hmm, maybe not.

EVERY SHAKESPEARE PLAY (Brian Buckley) – The ULTIMATE multi-load nightmare!

DEPARTMENT 'S' FEATURING JASON KING (Mark Fletcher) – Is Vic there?

TWIN PEAKS (Kevin Dollard) – A darned fine idea, but would anybody be able to understand the instructions?

CHRISTOPHER BIGGINS (Alex Kirkland) – Too hideous to contemplate. Anyway he's a person, not a programme, so he's disqualified (thank heavens).

BEN HUR (A Rogers) – A chariot race game that runs for 3.61 hours!

CORONATION STREET (Chris Nellist, Adrian Thorley, Ben Davies, Daniel Ratchford, Dean Gallagher, Thomas Gallagher, Stefan Ratchford, Alison Clark and Rebecca Clark) – A fantastic graphic adventure about discovering who killed the cat in the title sequence, perhaps?

RANDALL AND HOPKIRK: DECEASED (GC Stanton) – We don't reckon there's a ghost of chance of this making a good game.

NEW STATESMAN (Russell Houlihan) – The TV series or the magazine?

THE TOMORROW PEOPLE (C Davies) – Which series? The '70's one would be OK (the flapping flares lend themselves to some great animation), but the '90's version? No way!

SURE FIRE STARS

(OR, WHY DIDN'T WE THINK OF THAT ONE?)

HIGH NOON (Andrew Walker) – An *Op Wolf*-style gunfight spectacular.

KEYNOTES (The entrant with no name) – The super-tacky music quiz. Curiously, it's so bad it could be good and exploit the 64's soundchip to the full.

UNFORGIVEN (Alex Kirkland) – The best movie of '92! It has to be done, and done well.

THE POSEIDON ADVENTURE (Matthew Archer) – A topsyturvy arcade adventure with a great christmas tree-climbing first level and bonuses points for spotting well-know faces.

POINT BREAK (Matthew Simmons) – A no-holds barred parachuting and surfing thriller with some mindless violence thrown in for good measure.

CIVVIES – THE BEAT-'EM-UP (James Newson) – Genius! Sheer genius!

AKIRA (Tim Preston) – Japanese bike-racing, city-trashing Manga fun.

THE TEXAS CHAINSAW MASSACRE (Neil Wilson) – One for the hackers.

BEEN THERE, DONE THAT!

(GAMES THAT HAVE ACTUALLY BEEN DONE BEFORE, BUT WERE GENERALLY PRETTY AWFUL!)

TRANSFORMERS (Matthew Robinson) – Robots in disguise, as an appalling game.
BLADERUNNER (Bryan Mower & Nicola Schofield) – A poor replicant of the film. Let's hope for a director's cut.
GO FISHING (John Edlington) – Not strictly already converted but near enough with *Jack Charlton's Match Fishing* which apparently wasn't that bad.
TAZ-MANIA (Daniel Spiby) – Great cartoon, goodish game, but only out on Sega.
THE THREE STOOGES (Annette Crockford) – about as good as Larry, Moe and the other one are funny. (Only on the Amiga).
ROADRUNNER (V Atkiss) – A smart US Gold game circa 123 BC.

GUESS WHAT I SAW TELLY LAST NIGHT?

CF readers are active media hounds – well you read *Commodore Format* for a start – and this was proved with a strong series of tie-breaker suggestions all of which had obviously been inspired by something that had been on TV just days before the entries were sent in. The most popular were: *Tremors, Who Framed Roger Rabbit* and *Delta Force.* Gawd bless the crystal bucket!

AND THE WINNER IS...

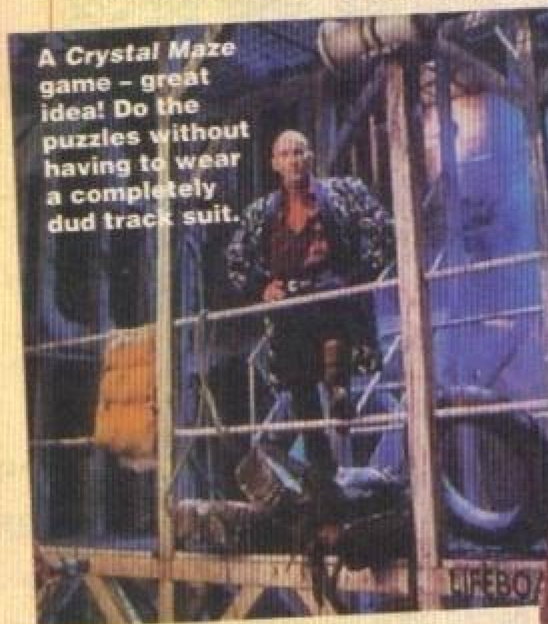
It's hushed tones time as we reveal the winner of all 130 different Alternative games. The winning card answered all three questions correctly and the inspired tie-breaking suggestion it bore was the The Beatles movie, YELLOW SUBMARINE. And the winner's name is, wait for it, wait for it, HANNAH TAYLOR from Orford in Cheshire. Congrats Hannah, have fun!

***Gladiators* gets the thumbs up from you lot as the game you'd most like to see.**

THE TOP TEN

Putting together a Top Ten was a spin-off we'd never even considered until we started sorting out the entries. Then we noticed that certain shows and films were obvious faves. So we've gathered them all together, counted the cards and can now announce the results.

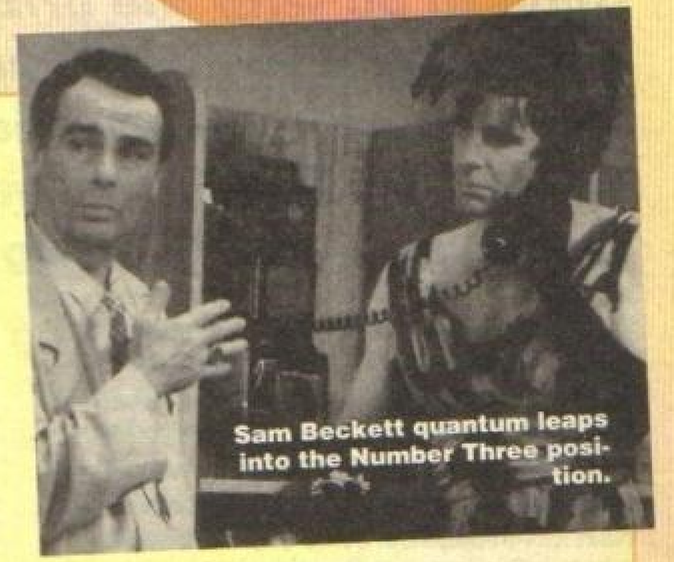
1 GLADIATORS – A show begging to be converted to computer. Its use of combat, star 'villains' and stage-by-stage structure make it a must. There's already a PC game based on the US version of the show. Surely it can only be a matter of hours before some smart softy snaps up the UK licence.



A *Crystal Maze* game – great idea! Do the puzzles without having to wear a completely dud track suit.

2 CRYSTAL MAZE – A long-time *CF* fave, this show could be turned into the ultimate puzzle game, with players choosing their own mental fate. The blend of quick thinking and physical dexterity would offer a long-term challenge, while the number of players in a team could be your lives. Could Mr O'Brien be computerised, though? Erm, probably not.

3 QUANTUM LEAP – Nice prog, but what about the game? The time-hopping body-snatcher could easily and effectively become a great arcade adventure challenge. Based on say five or six episodes, you'd have to help Sammy B change the course of history so that some nastiness never takes place. Smart stuff as long as they didn't pick the episode where he becomes a bounty hunter!



Sam Beckett quantum leaps into the Number Three position.

4 GERRY ANDERSON – Okay, so Gerry isn't a programme in his own right, but we had stacks of entries that suggested *Thunderbirds, Stingray* and all manner of other super-marionated adventures. (*Sounds delicious – Dave*) I said marionated, not marinaded! Anyway, as we like these shows, we decided to fix the result so that their accumulated total got them a placing. Hey! We make the rules round here! One thing to note, however – *Thunderbirds* has already been a game, and a really rather good one at that.

5 HOME ALONE – Hmm! Now we know that young master McKulken (or whatever) is popular, and the films dead successful, but I mean to say... well, they're a bit too cute, a tad too twee, surely? The slapstick antics of the films seem to be begging for the fast(ish) arcade treatment. Yet in the game based on the movie – it has appeared on some less fortunate formats – they chose the adventure route (boo!) and the result was a bit lame!

6 KRYPTON FACTOR – Now the idea for this would be brill' – six or seven different styles of game all bundled into one rather smart package. It would have to keep adapting the challenges though – the general knowledge section, for example, would be too easy if the same questions kept coming up time and time again.

No, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no...

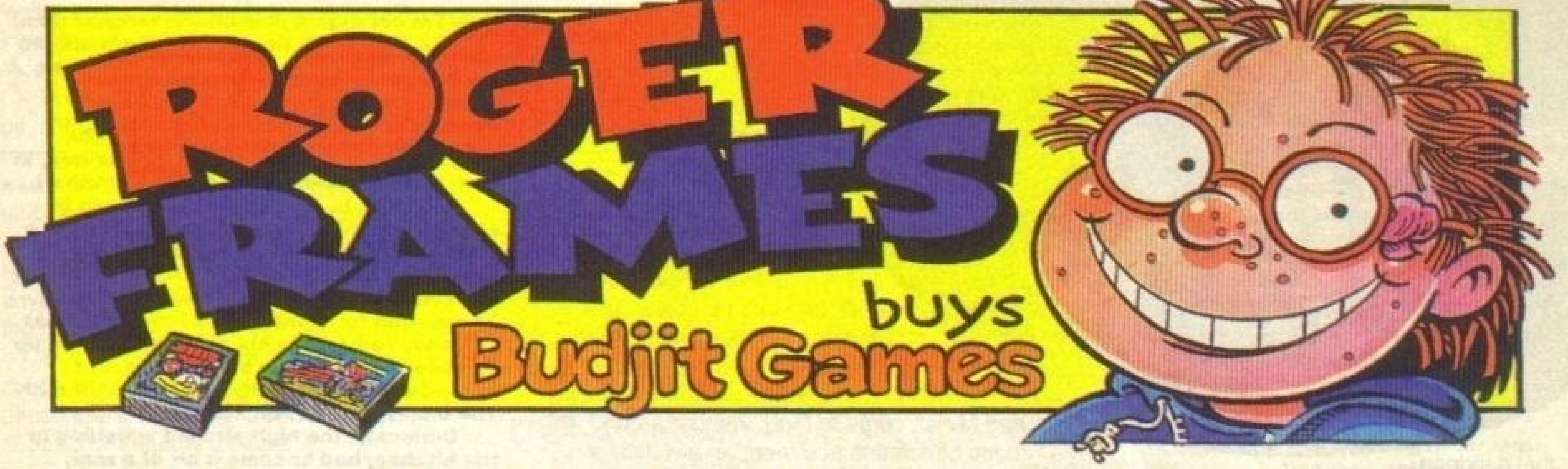
7 KNIGHTMARE – This wander-in-the-dark-'em-up is a doozy of a TV show. It's so popular, in fact, that there have already been two games based on it. One was a traditional adventure on the C64, the other a stupidly tough action romp on some other format. Neither captured the feel of the show so why doesn't some softie have another attempt?

8 VICTOR AND HUGO – This show is a real poser for us here at *CF*. Y'see, we're generally so busy putting the mag together we've never seen it! On the other hand, a game based on *Les Misérables*, a work by the classical French poet Victor Hugo (1802-85) would be... erm, pretty dull, probably.

9 WHO FRAMED ROGER RABBIT – RK Maroon's Toontown would have made a splendid setting for a game. There could be knockabout humour, great graphics, a stupidly silly plot and, of course, the 'man' (*rabbit, actually – TMB*) himself, Roger Rabbit! They could have done the game at anytime, but I suppose they had to wait until it was FUNNY! (*In fact, there was an Amiga game based on* Roger Rabbit, *but it was so poor we'll politely ignore it – TMB.*)

HIGHLANDER

10 HIGHLANDER – Old Chrissy Lambert's finest moment would have been great game fodder. It's got swords, horrendously hard villains, a wrestling sub-game and some spectacular special effects. There can be only one! (*How come they made a sequel, then? – Dave.*)



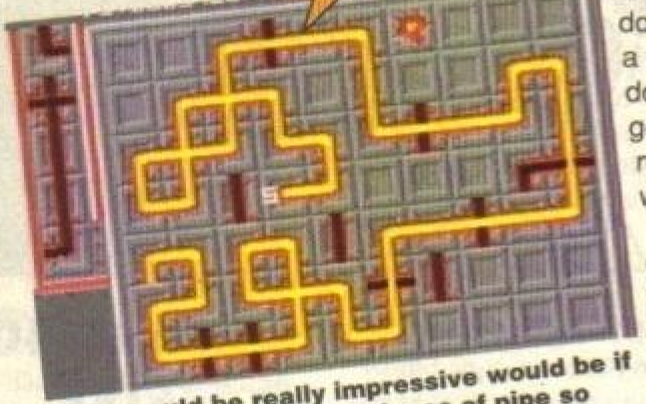
There's pipe problems in the Frames' household. The plumbing's gone up the spout 'cos the glue's down the kitchen plughole. Roger reckons that with all the experience he's gained from playing* Pipemania *this month he can save his Dad having to call in the plumber and earn himself some dosh...

PIPE MANIA

Touchdown £3.99 ☎ 0628 541126

Sorry if this month's budget stuff seems a bit rushed but *Pipe Mania* is so addictive that I ended up playing it all the time and then only had two minutes and thirty-three seconds to play and write everything else. That's about...two divided by three and times sixty then add... erm... not very much time per page at all.

It's a Corker!



What would be really impressive would be if you could lay down the pieces of pipe so that the yellow ooze spells out your name.

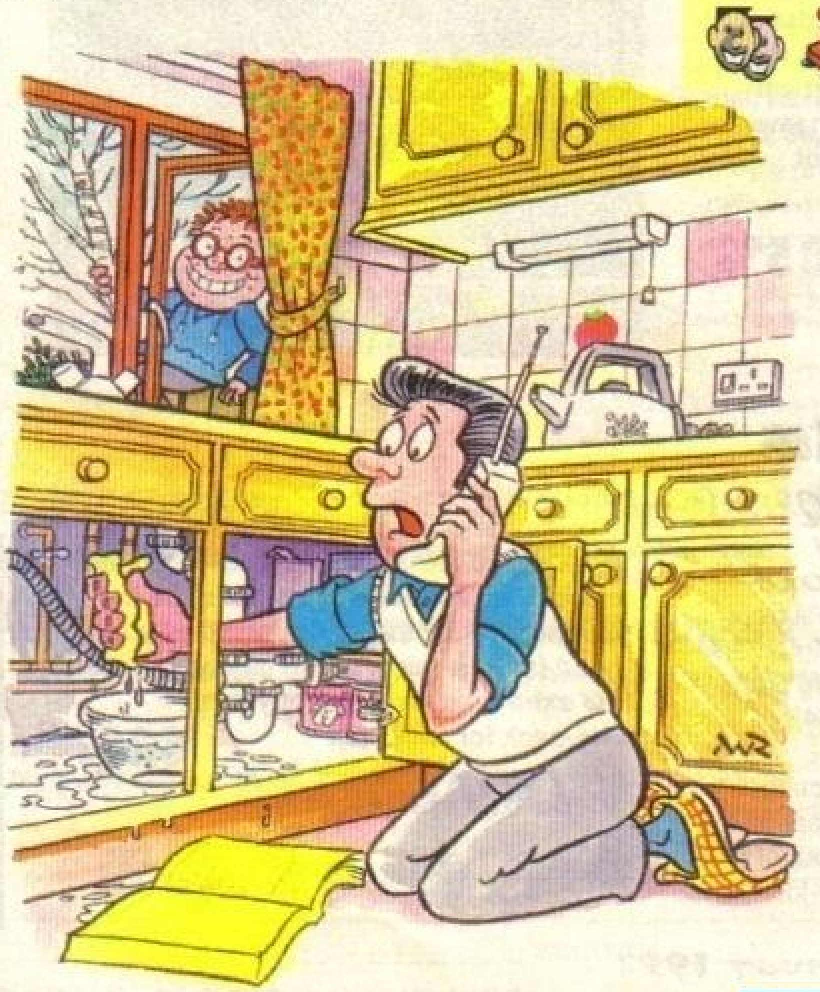
Pipe Mania is so all-consuming that you forget to do other things such as putting on your clothes before going to school. You know that dream, when you turn up in class with your jim-jams on (*to be honest, no – Ed*). Well, it almost really did happen to me last Friday. The only reason it didn't was because I forgot to go to school as well. And all because I lurve sticking bendy pipes together to direct the flow of yellow ooze.

Yep, that's all there is to it. You have a selection of pipes of different shapes that you have to connect together to stop the liquid flowing out all over the place. You have a bit of a head start, but you have to place the pieces in the random order that they are given to you. Sometimes, more often than not in fact, the next piece is not one that you need but you have to stick it somewhere. But don't just stick it down willy nilly 'cos a bit a forward planning can do wonders. You also get to see what the next three pieces are, which helps.

Just when you think you've got the game licked it gets harder. On later levels there are places where you can't place pipes (which you have to build around instead), pieces of pipe that only let ooze flow one way and tighter time limits.

In two-player mode the game takes on a whole new dimension, one not yet even thought of, let alone explored, in *Star Trek*. You're supposed to work together, but can end up enemies for life when you keep sticking down the wrong pieces or ruining your mate's carefully laid plans.

Some people might say that playing *Pipe Mania* is a totally pointless exercise. Well so is painting behind the radiators when you're decorating (or so dad tells me). But it just has to be done, doesn't it? There isn't a word (well not one that I know) that can describe the fabness of this classic puzzler so I won't even start to try. Just buy it, play it and see for yourself.



How was I supposed to know that you couldn't wash super glue down the sink? But regardless of blame, it's silly to examine a four-legged equine gratuity in the dental regions. So while Dad was recovering from plumber-quote-itis (stingeness is in the jeans, you know) I decided to surprise him (and make a quick buck) by nipping into the kitchen and unblocking the sink. It would be a doddle! I'm the High Wycombe *Pipemania* king (well, I beat Barry last Tuesday!).

PIPE MANIA

Puzzle games are usually for geeks (or Ian Cyclopedia) but *Pipe Mania*'s a great game whichever way you look at it... even if it's through four planes of frosted glass while wearing out-of-prescription glasses, with all that goo you get when you've just woken up still in your eyes. An essential game.

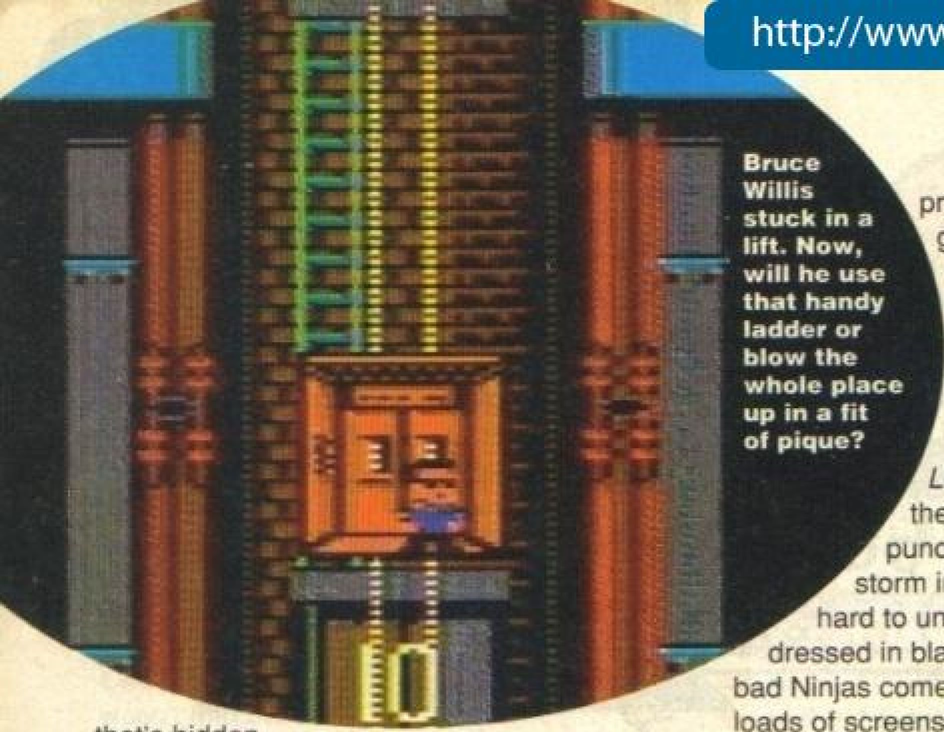
FRAME RATE **95%**

HUDSON HAWK

The Hit Squad £3.99
☎ 061 832 663

We all know by now that Bruce Willis has been in quite a few dodgy films and *Hudson Hawk* is probably one of the dodgiest. (*You haven't seen* Blind Date, *then? – Ed.*) Fortunately, unlike most licences these days, *Hudson Hawk* the game is great.

It's a shoot-'n'-puzzle-'em-up platformer with a dainty, but hardy, shade-wearing sprite as the main character – it's probably supposed to be the Bruciness himself but as it doesn't wise-crack constantly or grin like a constipated gorilla it's difficult to tell. Whoever he is, the dude's job is to destroy an alchemy machine using a mirrored crystal

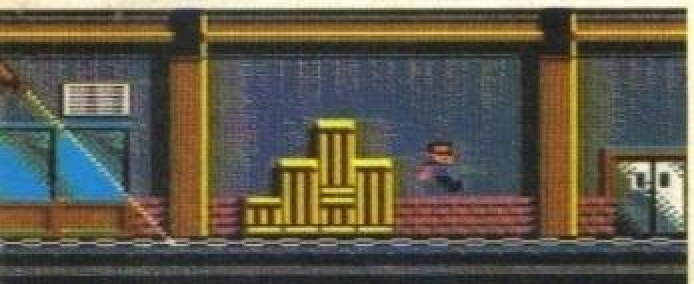


Bruce Willis stuck in a lift. Now, will he use that handy ladder or blow the whole place up in a fit of pique?

that's hidden somewhere in Leonardo da Vinci's home.

There's loads of dogs in the game so steer clear if you're a canine-a-phobic (like my little cousin Derek – he was bitten by a poodle when he two and has never been able to watch *EastEnders* since). (*And if he doesn't get his Bow-Wow-Chow for elevenses he's impossible – Derek's mum.*)

I wouldn't say it's the best game in it's genre – *Rick Dangerous* just pips it at the post – but it's well worth taking a look at. Smart backgrounds and a groove-along soundtrack embellish its appeal. In fact, if I was feeling flush this month I'd probably buy it for my own private collection. (*The effects of those ghosts that visited Roger last month obviously haven't completely worn off – Ed.*)



Look at that square jaw, those cool shades, that beer gut, that stupid walk... yup, it's Bruce.

HUDSON HAWK

If you sneaked in through the fire doors of your local cinema to see the film then wished you'd been caught and thrown out, don't let that put you off the game. It's all-action fun that needs a bit of brain power to solve.

FRAME RATE 85%

BANGKOK KNIGHTS & THE LAST NINJA

Again Again £4.99 ☎ 0977 797777

Two classic beat-'em-ups together as one. This is the first release on a new label from Alternative software is here. Again Again are planning to release a series of double packs containing classic games from the 64's distinguished past.

Bangkok Knights comes to you as the Thai boxing equivalent of *WWF* except that instead of knocking your opponent out of the ring you have to kick him off a nasty-looking precipice. It's got clear, bold graphics, so you can actually see what you're doing, and enough moves to keep it interesting, but not so many that the thing's impossible to play.

Which brings us to *The Last Ninja*. This was the first in the successful series of oriental punch-'em-ups that blew up a storm in the late 80s, though it's hard to understand why now. You, dressed in black like all good Ninjas (and bad Ninjas come to that), wander around loads of screens and meet an awful lot of enemies.

Actually, the reason you wander so much is because you can't work out how to turn your oriental hero around. When something as simple as that is so darned difficult you can guess how near-impossible actually engaging in combat is. A real nightmare of a control system. Still, at least you must get an enormous sense of achievement once you've mastered it, if you can be bothered. *Last Ninja 2* (also on budget) is a lot better.

It's a real lads' pack, loads of violence and darn good value for money, unless you already have one of the games of course.

PLAYER ONE
MANCHU MAN
TIME
CHAMPION
ONE WIN
NO WINS
SCORE

If these are *Bangkok Knights*, where's the armour? They look more like Bangkok ballet dancers to me.

BANGKOK KNIGHTS & THE LAST NINJA

Two for the price of, erm, one and quarter. *Bangkok Knights* is a great forgotten classic, while *Last Ninja* is not quite the stunner I remembered but still pretty good (and certainly worth paying the extra quid for if you buy this two-pack for *Knights*).

FRAME RATE 83%

Now I'm not saying plumbing is tougher than it looks, but it took me five whole minutes to sort out the problem – I was shattered. The problem was the thingy, you see. It was stuck to the flange-sprocket non-return valve. So with care, precision and a 12lb lump hammer I encouraged it free (so free, in fact, I had to sellotape it all back together).

That was it, job done. I ran the tap to check everything worked, and apart from a strange high-pitched whistling, everything seemed to be fine to me.

You should have seen my Dad's face – he was lost for words when I told him what I'd done. To express his gratitude, he ran up and tried to shake me by the hand, but missed and accidentally grabbed my throat. The clumsy old so and so!

Curiously, the high pitched whistling in the kitchen, had become a bit of a roar, there was creaking...

SPITFIRE 40 & STRIKE FORCE HARRIER

Again Again £4.99 ☎ 0977 797777

The second release from Again Again (*does that make it a case of Again Again Again? – Ed*) this month is a flight sim compilation (now, don't get too excited). So, are they high fliers or should they be grounded?

First off, an oldie but not really very goldie *Spitfire 40*. It's been out on budget for a while and hasn't done all that well on its own. Linking it up with *Strike Force Harrier*, which isn't that much better, isn't likely to get it into many more datassettes. In both games the controls feel dead, the response time is slow and graphically they're

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FUEL
UCB
BRD
FLD

Flying at the speed of, erm, your granny on a bike.

less than hot. They feel more like you're flying a jumbo jet through jelly than nippy little modern war planes.

Both give you the view from the cockpit, although hitting space will give you a temporary outside view (which isn't really much use, unless you're the type that enjoys a nice view of the countryside).

They're a bit dull but if you desperately need to fly at least they're cheep. Not that anyone I know could ever be described as the pilot type. (*What about James' brother? – Clur*). Oh yeah, but he doesn't really count, 'cos all he does is fly around with passengers, he isn't allowed to actually shoot down enemy thingies.

SPITFIRE 40 & STRIKE FORCE HARRIER

If it wasn't for the fact that you can't see the runway you'd swear you were spending the whole game idling about on the runway. Flight sims? Maybe, but only if you want to experience what it's like in a glider on a very calm day.

FRAME RATE 56%

SMASH TV

The Hit Squad £3.99 ☎ 061 832 663

It's a Corker!

Now this is definitely my cup of chocky milkshake – loads and loads of violence. It was a huge hit in the arcades, not that I ever played an arcade game; I just used to sit and watch other kids playing while my mum was trying to win at bingo and hoping that they'd be so good they'd walk away leaving a few credits available. (*It never happens – Ed.*)

You play a contestant in the ultimate TV game show. As well as winning holidays in Majorca, two-berth caravans, fondue sets and fluffy toys the aim of the game is simply to stay alive! To do this you have to wander around and kill anything that comes into the arena before it kills you. You can pick up lethal weapons along the way including bombs, missiles, three-way spray guns and a killing machine that surrounds you in a pro-

te

le

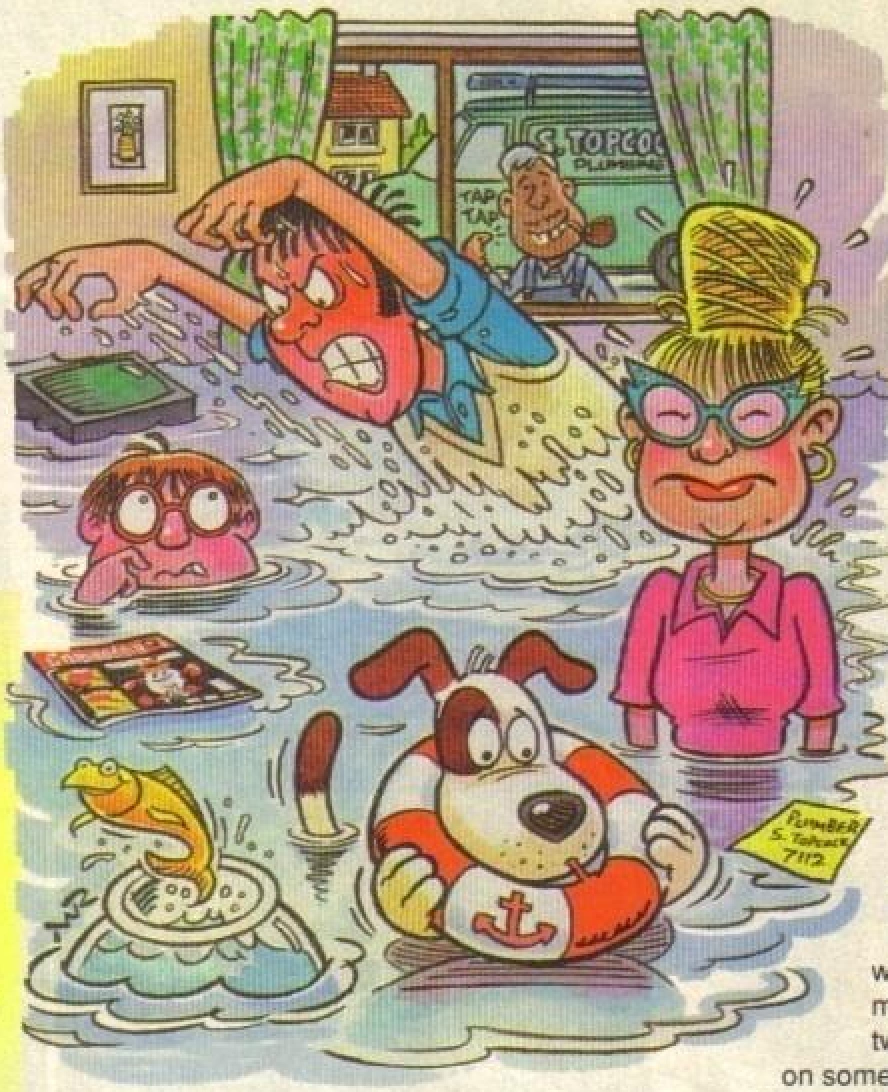
into nothingness. These are much bigger, much meaner and much tougher than the little motorised Ninja machines you meet in the rest of the game – pretty much what end-of-level guardians should be, in fact.

Loads of nasties and tons of fire-power add up to the most violent game ever (*except Monopoly when you're losing – Ed*). I love it!

SMASH TV

Not the sort of game that Mary Whitehouse would appreciate which must be a point in its favour. Another point in its favour is that its absolutely fabulous (which was a great programme by the way). Buy it and be thankful that Bob Monkhouse or Bruce Forsythe aren't the hosts – though they'd be good as contestants.

FRAME RATE 95%



The kitchen door suddenly burst open and all five of us decided to re-enact our favourite scenes from *The Posiden Adventure* (without the big Christmas tree and upside-downy bits).

It's always very telling to see how people react in a crisis situation. Mum only made matters worse by blubbing more moisture into our already immensely damp lounge. Debit just floated and Credit (Mum's award-winning goldfish) saw his chance and made a dash for freedom and the deepest reaches of the North Atlantic gulf stream.

Dad was doing a first-rate impression of the diagonda from *Star Wars* – you know, the snake thingy that lived in the garbage chute. And me? Well I decided it would be a good idea to see how long I could hold my breath – or at least evlove the ability to breathe water. Dad seemed very eager to give me helping hand.

wimp!) Imagine my disappointment when it turned out to be a two-player beat-'em-up based on some dodgy american sport.

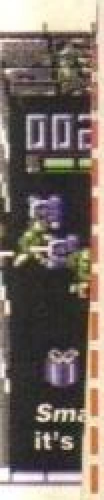
As lung-thumpers go *Pitfighter* ain't bad. There's a pretty impressive selection of moves, you can strike folk about the head with furniture and the successful fighter wins lurvely piles of dosh. But the weird graphics and jumpy scrolling make the later stages of the game virtually unplayable. And the multi-load, sheeesh! Mum had finished in the bathroom by the time round one had loaded! (What does she do in there?)

Strictly beat-'em-fans only for this game I'm afraid. Everybody else (and especially historians) ought to steer well clear.

PIT-FIGHTER

On an island somewhere in the Pacific, hundreds of miles from anywhere, there's a tribe of natives that still think coconut milk tastes really nice. They'd probably be really impressed with *Pit-Fighter* but then they'd probably think semi-skimmed UHT milk was delicious if they tried some. It's all comparative, you see.

FRAME RATE 61%



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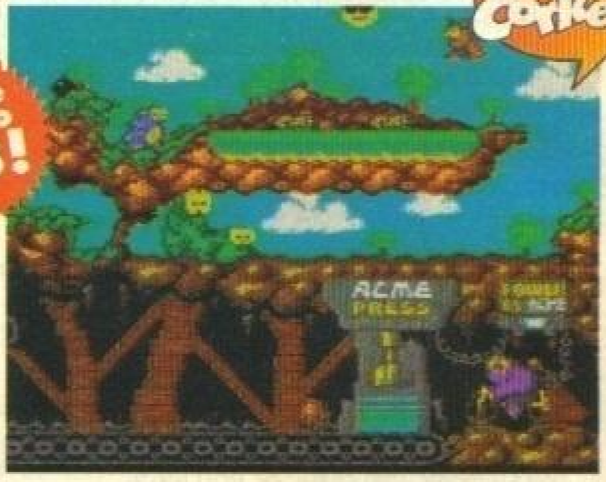

JAMES POND 2: ROBOCOD

Millennium
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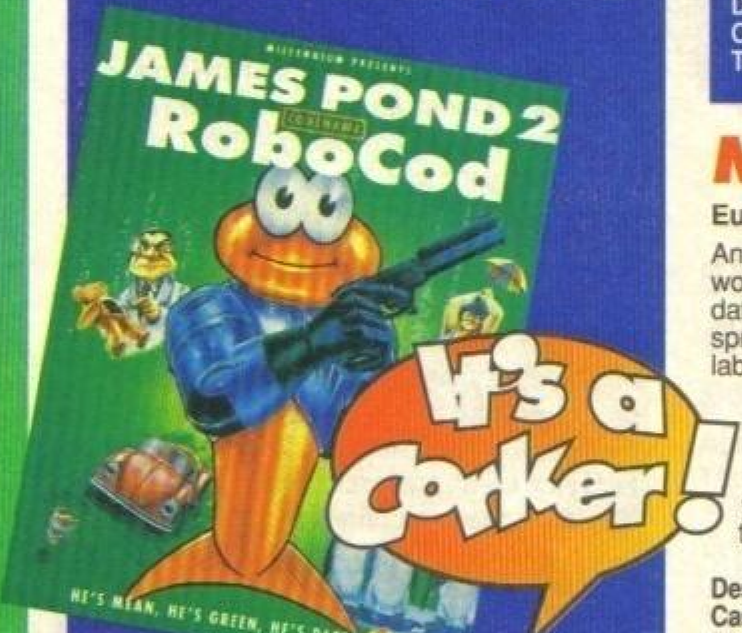

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NINJA

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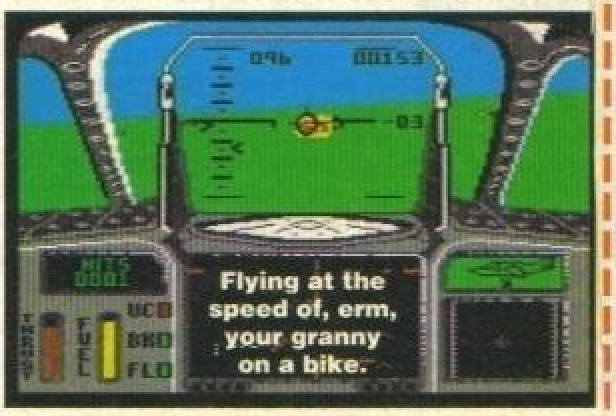
BANGKOK KNIGHTS & THE LAST NINJA

Two for the price of, erm, one and quarter. *Bangkok Knights* is a great forgotten classic, while *Last Ninja* is not quite the stunner I remembered but still pretty good (and certainly worth paying the extra quid for if you buy this two-pack for *Knights*).

83%

FRAME RATE

budget for a while and hasn't done all that well on its own. Linking it up with *Strike Force Harrier*, which isn't that much better, isn't likely to get it into many more datassettes. In both games the controls feel dead, the response time is slow and graphically they're



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JAMES POND 2: ROBOCOD

Millennium (Cassette)

He's, mean, he's metal and he might just be the fish to save Christmas as we know it. The evil Doctor Maybe is threatening Santa's toy construction plant, and the suave sub-aqua spy is equipped with new robotic powers to deal with the situation. A huge, action-packed platformerama with more action than a local Bristol derby.

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It's a Corker!

CREATURES 2

Thalamus (Cassette)

It's nasty it's bloody, it's sick and your mother would like it if you were Pugsley Addams. It's got tons of platform action that demands brain-power as well as razor sharp reflexes. You play fuzzy superhero who's got to rescue his clan from a bunch of demons whose hobby is creative torture techniques.

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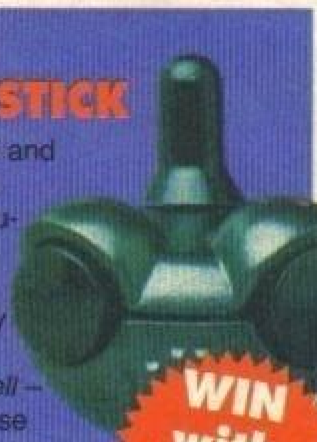
CHEETAH BUG JOYSTICK



Wonderfully weird and weirdly wonderful, the Bug is a revolutionary joystick that's taken the computer world by storm! (*And Clur likes it a lot, as well – Ed*). It offers precise control and gameplay comfort, sitting easily in the palm of the hand (those in the know whittle on about ergonomics). It'll change the way you play your games forever. Get your computer bugged NOW!!!

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CF20 Powerpack games: *Mazemania, Ant Attack.* Demos: *Bod the Alien, Catalypse.* Reviews: *Space Crusade, Budokan.*

CF21 Powerpack games: *Ancipital, Southern Belle.* Demos: *The Addams Family, Arnie, Euro Football Champ.* Reviews: *Indy IV, Chuck Rock , The Addams Family.*

CF22 Power-pack games: *Hover Bovver, Agent Orange.* Demos: *James Pond: RoboCod, DJ Puff.* Reviews: *Bug Bomber, James Pond 2, DJ Puff.*

CF23 Powerpack games: *Defenders of the Earth, Johnny Reb 2.* Demos:*Bug Bomber, Nobby the Aardvark, Biff.* Reviews: *Cool Croc Twins, Turbo the Tortoise, Xenomorph.*

CF24 Powerpack game: *Famous Five on a Treasure Island.* Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball.* Reviews: *Nobby The Aardvark, Ugh!, Elvira 2., Mega Sports.*

CF25 **(£3.25)** Extra tape: *Saracen Paint.* Powerpack game: *John Lowe's Ultimate Darts.* Demos: *Hägar the Horrible, Slicks.* Reviews: *Hook, Match of the Day, Slicks, Frankenstein.*

CF26 Powerpack games: *Cosmic Causeway, Bomber, Twin Tigers.* Demos: *Doc Croc, Stuntman Seymour.* Reviews: *Super All-Stars, Popeye 3, Stuntman Seymour.*

CF27 **(£3.25)** Extra tape: *Loadmaster, The Muncher.* Powerpack games: *Deflektor, Alternative World Games.* Demos: *Sceptre of Baghdad.* Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Pyscho's Soccer Selection, Locomotive* Plus a 13-page Gamebusters special on *Creatures 2.*

CF28 Powerpack games: *First Strike, Fifth Gear.* Demos: *Locomotion, Reckless Rufus, Nick Faldo's Championship Golf.* Reviews: *Nick Faldo's Championship Golf, Rampart, Cool World, Paint and Create, International Tennis.* Plus: Compilations round-up, *Dizzy On Trial* and complete solutions to *Spellbound Dizzy* and *The Famous Five.*

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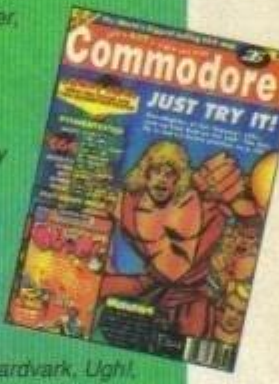

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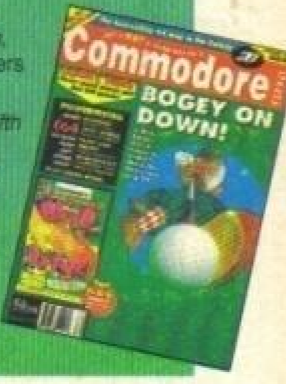

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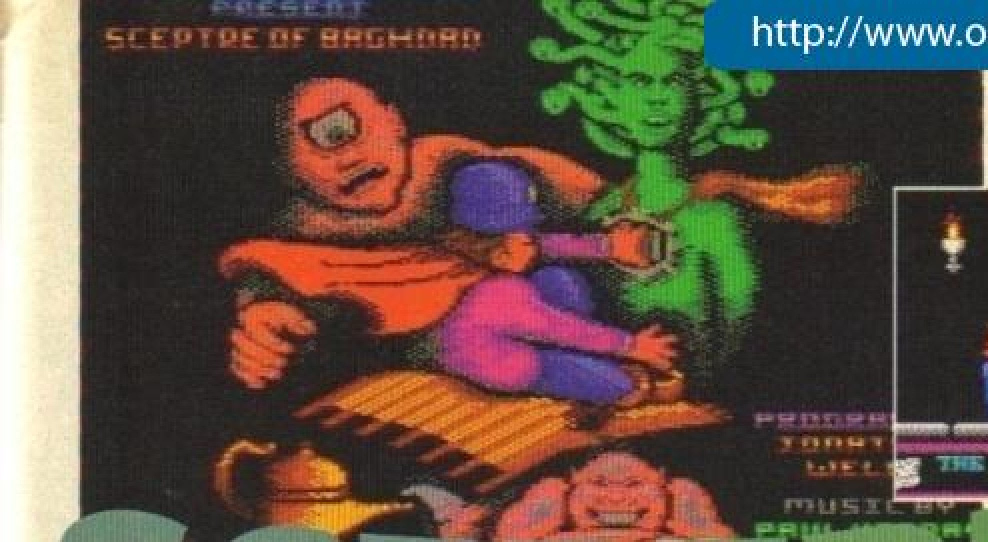
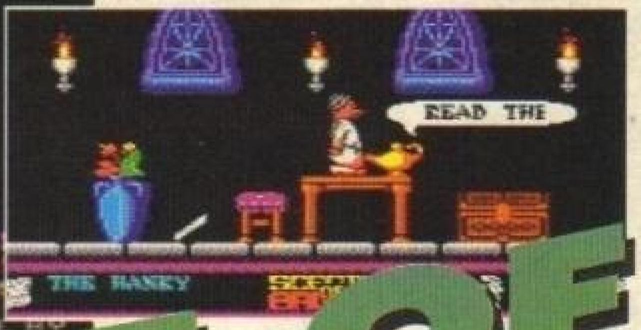
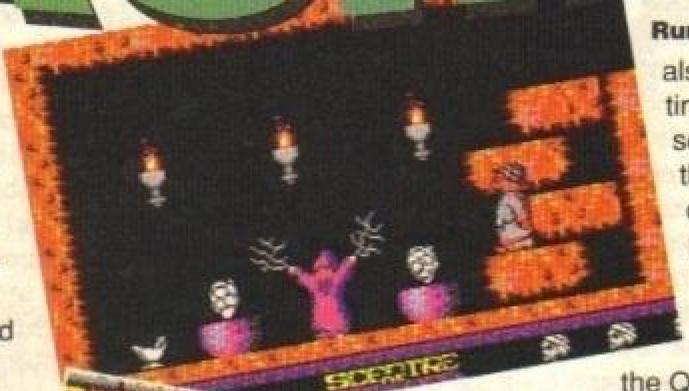


Flying carpets, a medusa and a genie. This is, as they say, what they want.

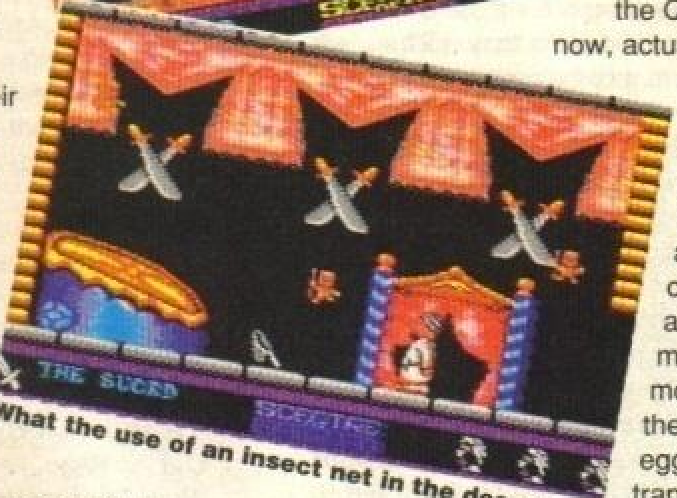


The genie is the key to the game. So rub that lamp!

SCEPTRE OF BAGHDAD



Ah! A wizard. Run away now!



What the use of an insect net in the desert?

Traditions are more trouble than they're worth. They cause all kinds of daft situations. Up and down the country in early May hordes of pupils are forced to dance embarrassingly round the Maypole. Why? Because it's traditional! Grown men tie bells to their knees, call it Morris dancing and we aren't allowed to laugh. And why? Because it's traditional!

The Caliph of Baghdad is a victim of tradition too. Every year he has to display the royal sceptre of power to his people. If he shows up with the curvy sword he stays in power but if it's fallen down the back of the sofa and he can't produce it, then he's deposed and the person who finds it gets to be boss.

The problem is that this year, on the night before the sceptre-showing ceremony, an evil rival magically shrinks the Caliph. As well as putting a major zap on his head this also makes getting hold of the sceptre more than a little difficult. At this point you take over and have to guide the Big C – well the Quite Little C now, actually – around his palace in a bid to recover the sceptre before lunch. Cue a running-about, object collecting arcade adventure very much in the *Dizzy* mould. Free from the shackles of the egg's own cute trappings, though, *Sceptre* has the chance to bring the mysterious world of the Arabian Nights to the Commodore 64.

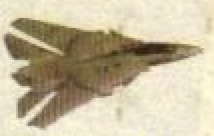
The Caliph's first major problem is coming to terms with his new size. Firstly his pockets have shrunk along with him which means you can only carry two objects at any one time – a real problem as there's the inevitable temptation to nab everything you find lying around. And judging by the amount of kit you can find, the palace cleaner has been slacking. This forces you to do the old *Dizzy* routine of running from location to location, strategically dropping kit for Ron, later Ron.

The most important item you can collect is the traditional Arabian hanky. Now this is pretty useless on its own but when used in conjunction with the traditional Arabian lamp replete with genie. When the lamp is rubbed, the smokey one pops out and gives you a clue about the next puzzle.

The genie, the puzzles and the number of objects you can collect make *Sceptre* a real challenge and one that's well worth getting stuck into – or even getting stuck on! Based on an old Speccy classic, both the plot and the game have been re-worked for the 90's so the plot so the mechanics of the game have been suitably updated.

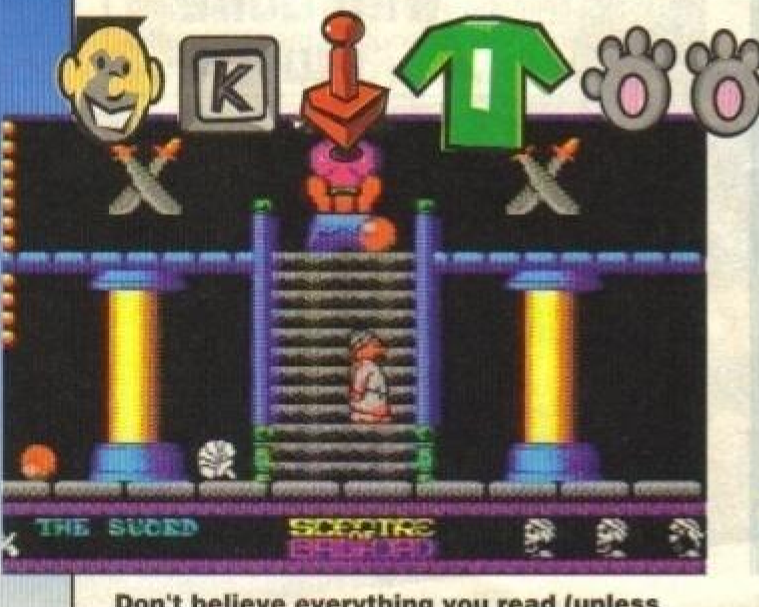
Sceptre is a little special. There's a save game function for starters. It isn't a permanent save and only operates once per game, but if you want to try something particularly dangerous it means you can chance your arm with without the risk of a re-start. There are even two graphics modes and more music than your sound chip's chucked out for ages.

Sceptre of Baghdad could never be called exciting, but it does hold the attention. The smallish puzzles come in rapid succession rather than just blocking you with one irresolvable problem. The music, graphics and sound effects help you to forget that you're actually playing an adventure. The flick-screen scrolling does its best to break down this illusion, but you soon learn to ignore it, when the problem-solving gets under-



IAN CYCLOPEDIA SLEEPS THROUGH THE ARABIAN NIGHTS

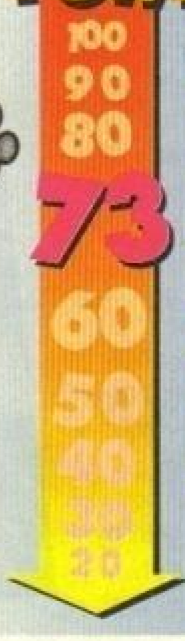
Everybody knows about the Arabian Nights, but few realise the neat tale behind the legend. Historical rumour has it that a young Scheherazade was married to the mad Sultan Schahriah, who wanted to strangle her in the morning! To avoid this fate she told him a different tale for 1,001 consecutive nights. He then saw sense and decided not to top her. The tales were first translated from the original Arabic to English by R Heron in 1795, and it without a Word Processor it must have taken ages.



Don't believe everything you read (unless it's *CF*). That isn't a whisk, it's a fan!

SCEPTRE OF BAGHDAD
ATLANTIS ☎ 081 771 8642
CASS ● £3.99 ● OUT NOW

POWER RATING

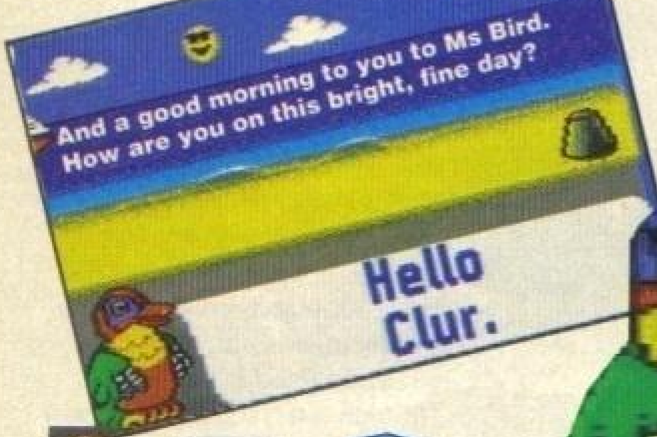


UPPERS

- **A huge map crammed with hidden connections.**
- **Loads of options.**
- **Great music**
- **Rapid fire poser.**

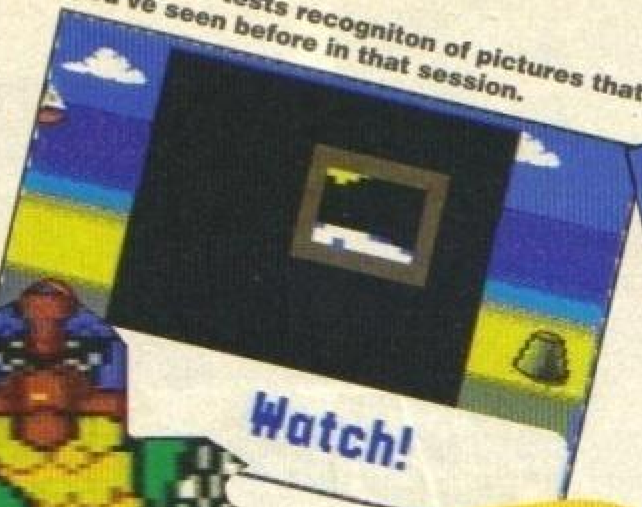
- **Not exactly thrill-a-minute stuff.**
- **Some puzzles are too tangential for their own good.**

DOWNERS

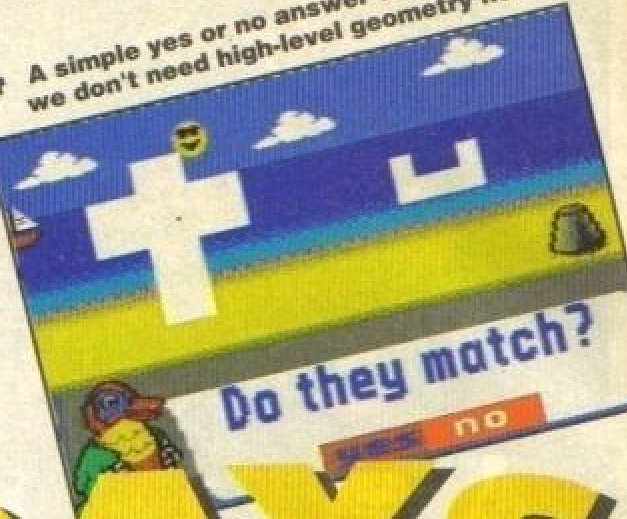

And a good morning to you to Ms Bird. How are you on this bright, fine day?

Hello Clur.

This game tests recogniton of pictures that you've seen before in that session.


Watch!

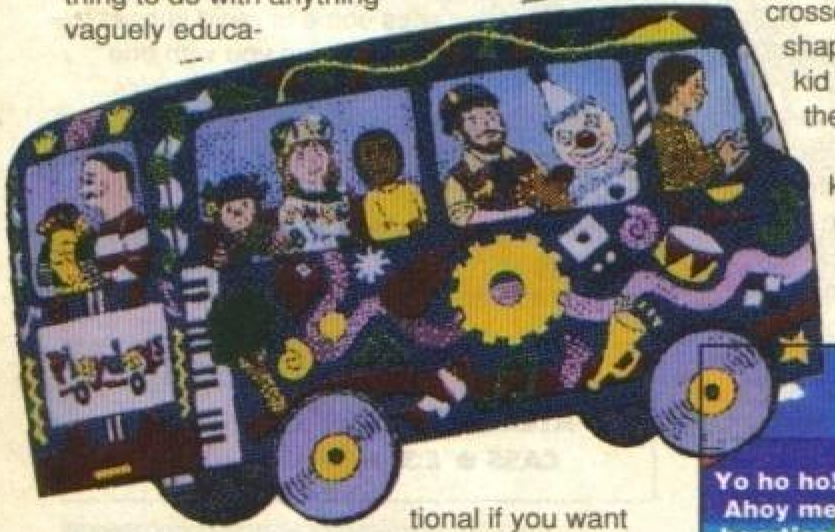
A simple yes or no answer will surfice, we don't need high-level geometry here.


Do they match?

yes no

PLAYDAYS

Today's stop for the *Playdays'* Play Bus is the C64. Yep, the programme that replaced the seminal *Play School* (just think – there will be a whole new generation that will never understand the cultural significance of Big Ted, and 'looking through the square window') has arrived in digital form. To any average four-year old learning stuff like sums and spelling isn't a welcome pastime on a wet Wednesday afternoon (or any afternoon, or any morning, or any time, in fact) especially when they could be playing *Cyberdyne Warrior* instead. So the decent thing to do with anything vaguely educational if you want your kids to show any interest is to make it fun, with a capital F.



Alternative have worked closely with the producers of the BBC educational programme to produce this package for pre-school children and it features all the characters from the TV program (well it had to really, otherwise there was little point in Alternative acquiring the licence). Why Bird is the main character in the game, accompanying the child through the program and offering hints and tips if they seem to be having trouble.

One of the main teaching problems is having to constantly encourage the child and not to make them feel to stupid if they make a mistake. In *Playdays* if a question is answered incorrectly Why Bird responds with by saying things which don't give out vibes that are too negative, like: "that was not the answer I had thought of" and "nearly, try again". Correct answers are rewarded with a cheery, "Well done" from the bird, and she waves her wings in the air and like she just don't care.

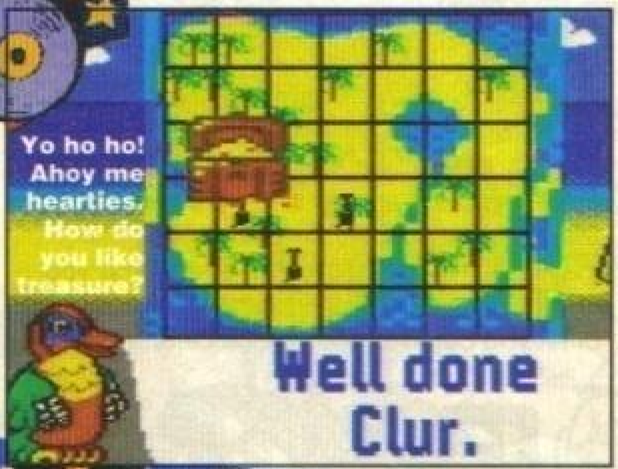
Playdays is dead simple to use. Once loaded, a young child could easily be left alone with their computer to be enlightened by the *Playdays* crew. The first thing the player is asked for is their name, and they're referred to by that name throughout the game, a personal touch that adds to the friendly feel to the program.

Each time the child plays they will be greeted with different combinations of games to play and they have to choose a letter to concentrate on in the word games; all the letters of the alphabet are fair game except X. Select X and you play the three games: noughts and crosses, hunt the treasure and match the shapes (darned good ways of fooling a kid that they're not learning after all, they're just playing a computer game).

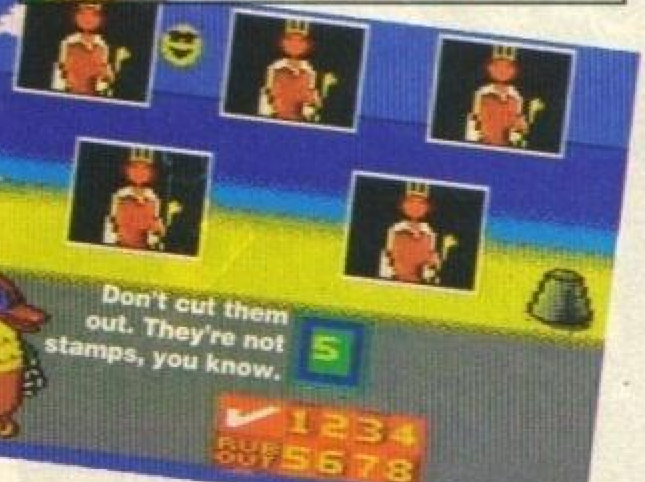
The game is either joystick or keyboard controlled, in which case only the cursor keys are used. On-screen cursors are big and bold and all the instruction text is in large clear print. The package includes a set of smart flash cards featuring numbers up to 20 and simple words that add an extra dimension of mental stimulus to some of the games.

Playdays is a well thought-out, efficiently-executed educational program. The tie-in with the TV show, unlike most licences, is a great bonus that should stop even the most hyperactive four-year old beating up his little sister for a couple of minutes.

CLUR


Yo ho ho! Ahoy me hearties. How do you like treasure?

Well done Clur.


Don't cut them out. They're not stamps, you know.

5

1234
RUB OUT 5678

PLAY TITLES

First there was *Play School*. Then there was *Playaway* and *Play Bus* which mutated into *Play Days*. But there were some suggestion for pre-school educational programmes that never quite made it to the screen:

- *Play Dough*
- *Play Minefield*
- *Play Mummies and Daddies*
- *Playing With Fire*
- *Play Junction 13 on the M25*
- *Home and A-Play*
- *Learn This Kid Or You Don't Get to Go Out To Play*
- *Play Conjugating Latin Verbs*

PLAYDAYS
ALTERNATIVE ☎ 0977 797777
CASS ● £12.99 ● OUT NOW

POWER RATING

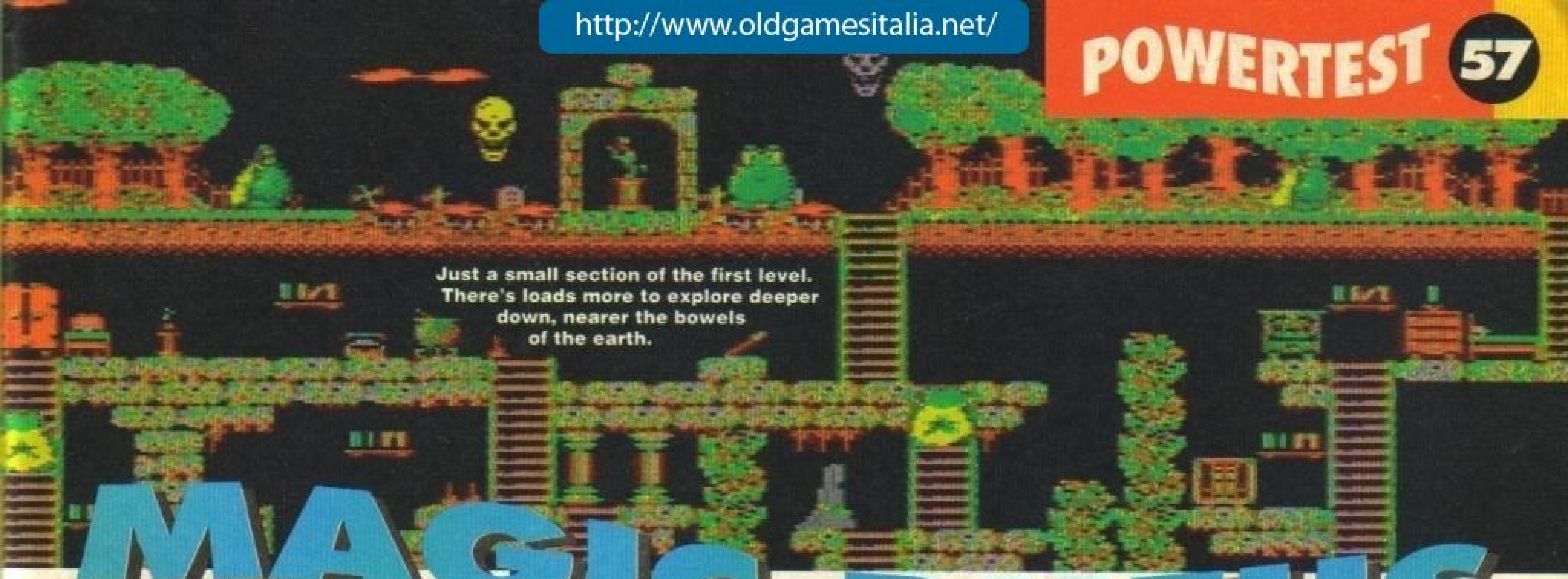
100
90
83
70
60
50
40
30
20

UPPERS

- Simple, clear on-screen instructions.
- Random game selection stops it from becoming predictable.
- Good use of kids' fave TV characters
- Covers a lot of ground.

- The program doesn't allow for much creativity or individuality.

DOWNERS



Just a small section of the first level. There's loads more to explore deeper down, nearer the bowels of the earth.

MAGIC RUFUS

You might have thought that he had a retired to a large starched hanky in West Virginia, but the snot-blob's returned in the platform-adventurey sequel to *Reckless Rufus*. The green mucus-like one has managed to escape from the dangerous planet he was trapped on, and has been training as a wizard for the past few months. Now he's on another strange land where witches abound and magic mushrooms grow.

Ye olde plot goes something like this: a brace of witches yearn for more power and have imprisoned everyone on the planet Atwicky in small uncomfortable cages. Rufus has managed to squeeze through the bars of his and is now on a quest to free everyone else from their shackles.

Thankfully for Rufus the witches are a scatty-minded pair and have left an awful lot of their precious spells just lying around waiting to be collected by passing heroes. Also scattered about are wooden chests housing gold coins and magic mushrooms which Rufus can consume to boost his energy level.

The eight levels are all fairly huge and are designed similarly to the ones in Dizzy games. Luckily, though, you scroll through these extensive playfields of stone platforms – none of that flipping from one screen to the next here. Nasties hang around in dead awkward places waiting to drain your energy. Your spells will destroy them but only temporarily; stay in one place too long and you're heading for the great coven in the sky.

There are six different spells to collect in the underground chambers, the most important being a key spell that unlocks the cages that contain Rufus' best buddies. All the spells have different effects and most can be used as weapons. The only spell that can't is the air spell, which you use when Rufus has to traverse the lakes of Atwicky.

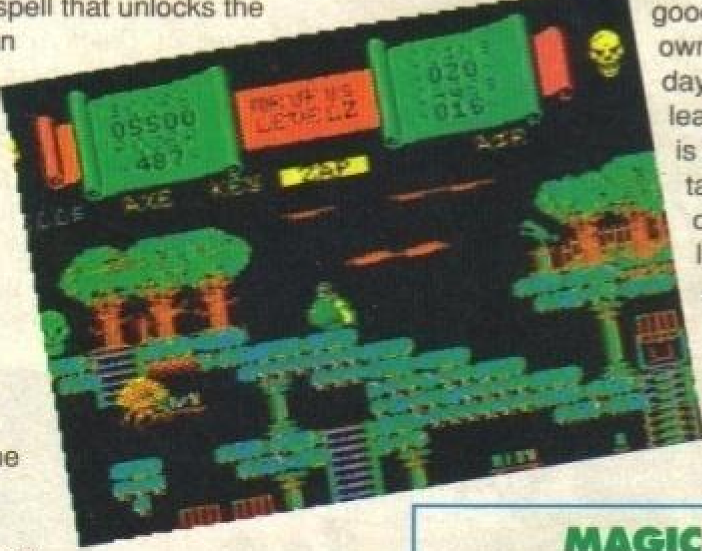
The weapon spells have different ranges as well as varying hit points. The weakest weapon is the key, which makes perfect sense as it really wasn't designed to injure or maim (although after my self defence classes I know that anything can be be a weapon if used correctly). The strongest, with five hit points but only a short range, is the flame, perfect for frying the odd dragon plant. The various enemies all have different energy values as well. For example, a blue daemon may take three spears to destroy, while a witch takes five or six shots to obliterate.

The graphics are admittedly a tad drab; everything seems to be either lurid green or a dingy brown. But at least they're clear and the collision detection is pretty good – there's no standing in mid-air by the side of a platform. The sound effects are basic, but at least there's no annoying music.

The difficulty levels are set about right for this style of game. If you've completed a level once it's not to tough to repeat your success – a pretty good job as there are no re-start points and no level codes. The only way to give yourself another chance is to spend a bit of money buying some energy if it's running a bit low. Either that or find a stash of magic mushrooms that were being saved for a damp day.

For a company known mainly for their licences Alternative seem to be having much more success in creating good games based on their own characters these days. Let's hope that they learn that good coding is ten times more important than signing on the dotted line for a big name.

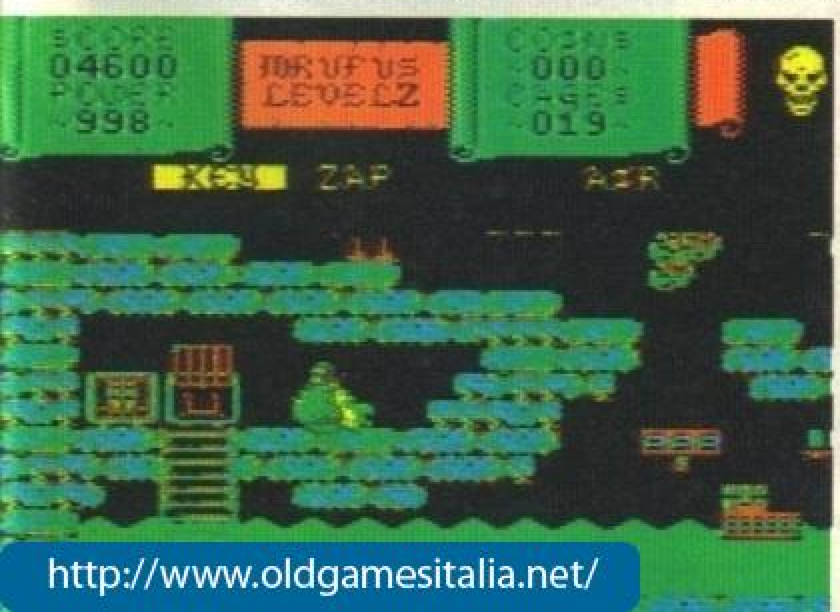
CLUR



I am the Wizard they call Rufus, prepare to die foul fiend.

CF'S SPELLING TEST

MERLIN – It's hinted in the *Doctor Who* story *Battlefield*, that the Doc and Merlin are one and the same. Spooky, huh?
THE THREE WITCHES FROM MACBETH – "Hubble, bubble toil and trouble, fire burn and cauldron bubble." etc.
PAUL DANIELS – One minute he had hair, the next he didn't. That's magic.
GANDALF – If you're reading the books, don't worry – he survives the battle with the Balrog in the *Two Towers*.



Free your pals with the key spell. There are 19 cages left to open before you get through the door to level 2.

MAGIC RUFUS
ALTERNATIVE ☎ 0977 797777 ● CASS ● £3.99 ● OUT NOW

POWER RATING

82

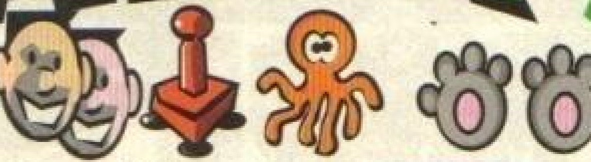
UPPERS

- I hate to admit it, but it is rather cute.
- Large levels and eight of them too.
- Smart stompin' sounds.
- Loads of weapons.

- Maybe a little too easy to complete.
- Dingy graphics.

DOWNERS

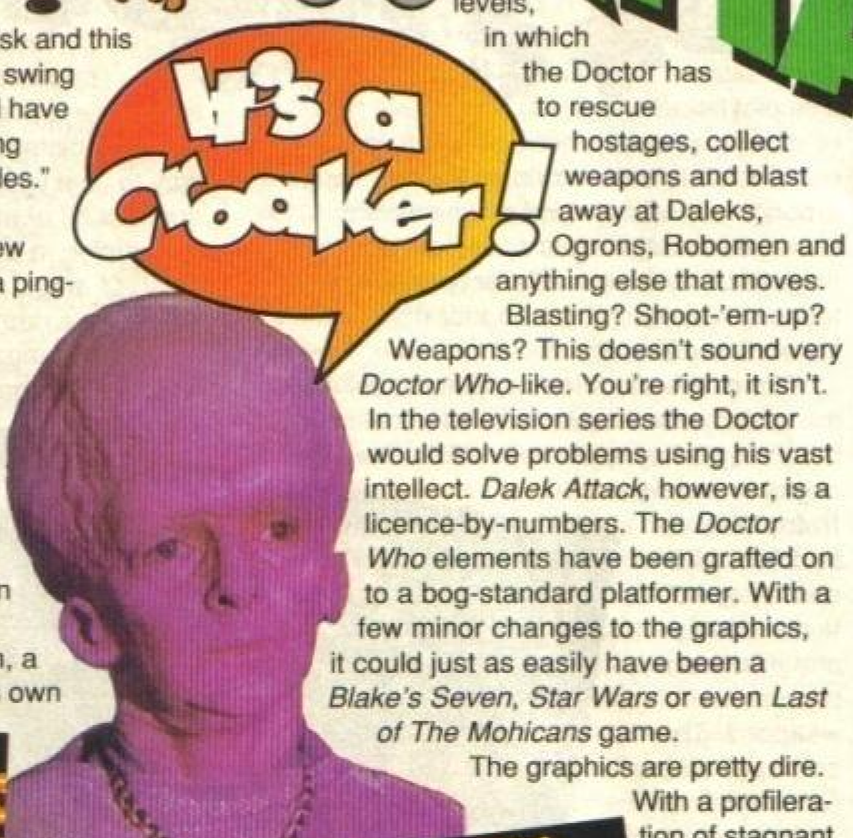
DALEK ATTACK



Let's be honest, *Doctor Who* was always tacky. With a budget the size of a student grant it had wobbly sets, dodgy effects and squeezy bottle spaceships. Take the Daleks, for example. Their creator, Terry Nation, claims they were inspired by the Georgian State Dancers prancing about in long skirts; it looks more like they were the result of a BBC designer emptying a dustbin. "I bet if I stuck this egg whisk and this sink plunger on the side of that swing bin," he must have thought, "I'd have a monster that'll have kids hiding behind the sofa for three decades." And he was almost right – all it needed was the addition of a few dozen sawn-in-half ballcocks, a ping-pong ball and a pair of Morris Traveller indicators.

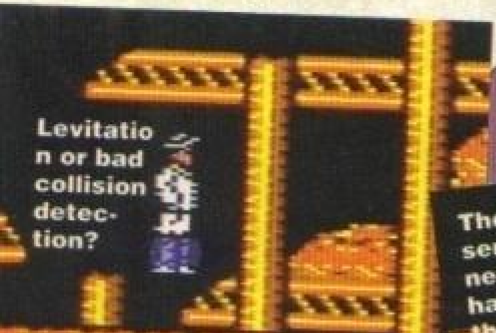
Dalek Attack certainly remains true to this hastily-thrown-together philosophy – it looks and plays like it was programmed in a mad rush to get it completed before the electricity meter ran out. However, the television series also had a sense of fun, a self-mocking awareness of its own limitations and often some inventive and original ideas. *Dalek Attack*, erm, doesn't.

The game involves the Daleks trying to destroy the Earth's ozone layer using pods hidden in major cities – London, Tokyo, Paris and New York. There are six levels, the first two in London, one each in the other three cities, and a final one on Skaro where Davros must be captured. You play the Doctor – the Sylvester McCoy version – while in two-player mode the second player controls Ace. It's a platform shoot-'em-up affair with some fairly large levels, in which the Doctor has to rescue hostages, collect weapons and blast away at Daleks, Ogrons, Robomen and anything else that moves.

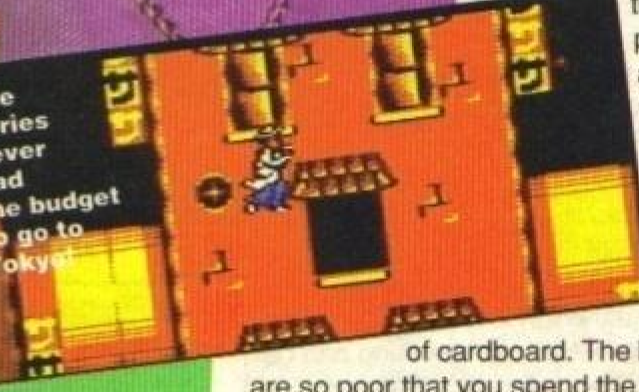

It's a Croaker!

Blasting? Shoot-'em-up? Weapons? This doesn't sound very *Doctor Who*-like. You're right, it isn't. In the television series the Doctor would solve problems using his vast intellect. *Dalek Attack*, however, is a licence-by-numbers. The *Doctor Who* elements have been grafted on to a bog-standard platformer. With a few minor changes to the graphics, it could just as easily have been a *Blake's Seven*, *Star Wars* or even *Last of The Mohicans* game.

The graphics are pretty dire. With a profileration of stagnant pond greens and browns, the levels all look pretty much the same and the Daleks flip around like they're made of cardboard. The backgrounds are so poor that you spend the first few minutes on each level working out what's supposed to be solid and what's just shading, while the collision detection is so bad often you don't know whether you've found a secret platform or if it's a 'hidden feature'.

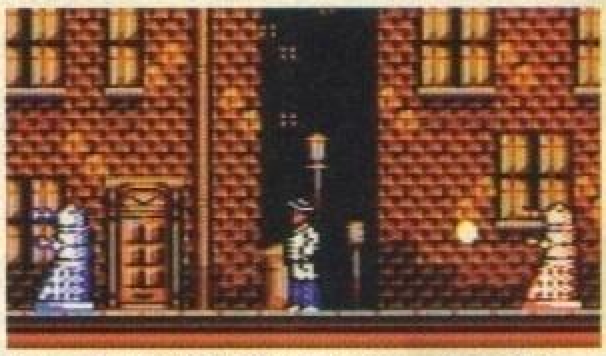


Levitation or bad collision detection?

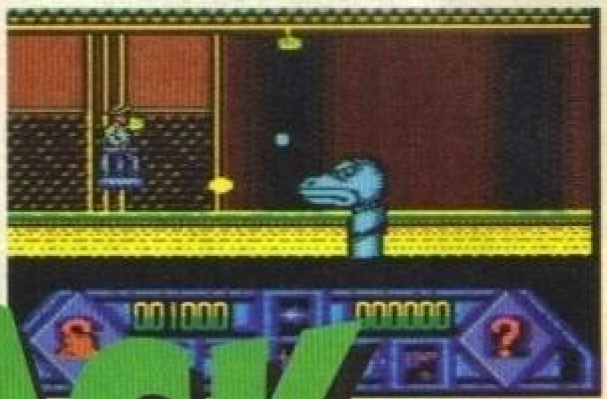


The series never had the budget to go to Tokyo!

The game also has a weird sense of geography. In the Paris level, for example, you go *up* the Notre Dame, go in through (what I think is) a window go *up* a few flights of stairs… and emerge at street level. This is just downright annoying when you're trying to find your way around.



Hmm. Tricky situation. I know – down the ventilation shaft! Erm, there isn't one.



Dalek Attack has the worst end-of-level guardian ever – official!

Dalek Attack isn't easy. Even with five lives (a Time Lord actually has 13, but I suppose that would be a few too many) you'll soon become very famliar with the Game Over message. It doesn't help that you can walk through a door straight into the path of a Dalek and be shot; there's no way you can check beforehand.

You want progression? You ain't got it. Apart from the first level – a fairly easy flight through the sewers on hover pads – all the others play exactly the same, requiring the same level of skill (and luck). It's a case of play one and you've played 'em all.

This is strictly one for the die-hard fans only only, and they deserve better than this. Sheesh, even *El Dorado* fans deserve better than this.

DAVE

DALEK ATTACK
ADMIRAL ☎ 0977 797777
CASSETTE ● £7.99 ● OUT NOW

POWER RATING

100 90 80 70 60 50 40 30

28

UPPERS

- It's cheap and tacky just like the program.

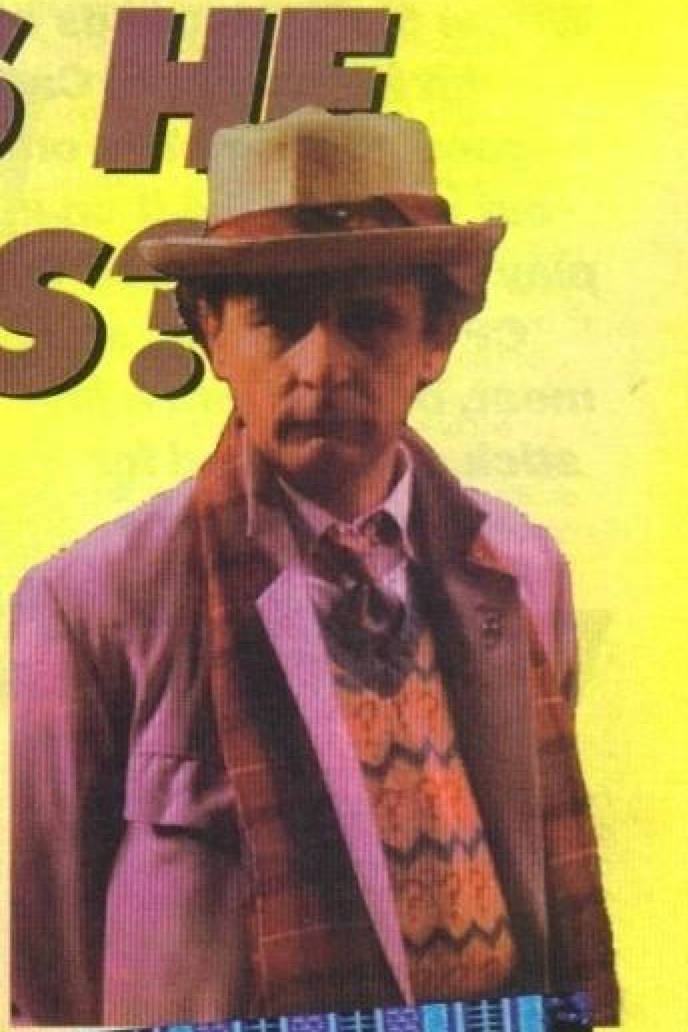
- Nearly all the levels look and play exactly the same.
- The Daleks seem to be made from cardboard.
- The controls are irritatingly muddy.
- Frankly, a licence of the Test Card couldn't be more tedious

DOWNERS

WHAT THOSE DR WHO CLICHÉS REALLY MEAN

- Ventilation shaft – Handy escape route.
- Reverse the polarity of the neutron flow – general all-purpose phrase when someone needs to sound like they know how to fix anything vaguely electronic-looking.
- They only have one weakness – and guess what the Doctor's going to discover tons of later in the episode?
- Nothing can stop us now – except the Doctor armed with a packet of chocolate hobnobs, or whatever the monster's particular weakness is this week.
- Stay in the TARDIS where it's safe – safe, that is, except when anyone *does* stay in the TARDIS in which case this week's monster can 'pierce the outer shell'.
- Doctor, I can't go on – if we run too fast we'll easily outrun this week's shambling monster, and where's the drama in that?
- If only I had my sonic screwdriver –

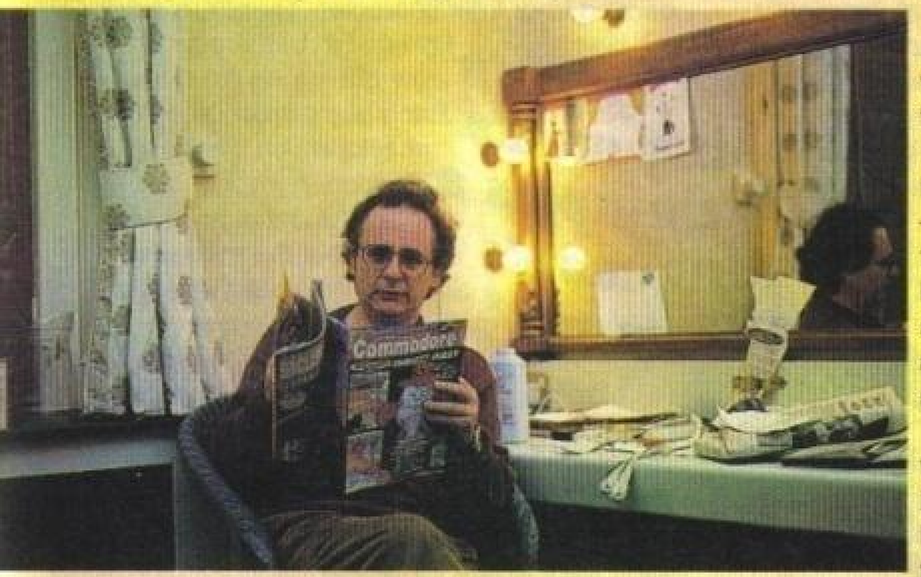
WHO DOES HE THINK HE IS?



At no expense spared* Commodore Format tracked down TV's famous Doctor Who, alias Sylvester McCoy to found out what he thought of his portrayal in Dalek Attack.

Sylvester McCoy is not a happy chappie. "I think it's rather rude," he says in a voice that sounds far more serious than it ever did when he was saying things like, "It could mean the end of the world as we know it."

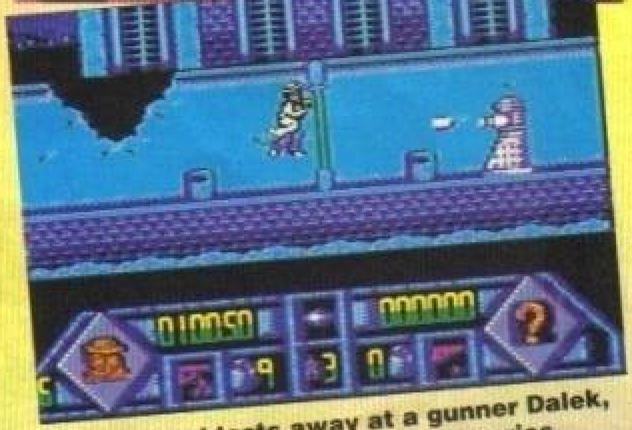
What's got television's seventh *Doctor Who*'s goat (or should that be cybermat, or perhaps even Yeti?) is the way his Doctor, perhaps the least violent incarnation of the lot, is represented in the new *Dalek Attack* game. On the 8-bit version of the game he's the only Doctor you can play, and Sylvester's more than a mite miffed he was never consulted about the game.



Sylvester McCoy – from Human Bomb to Time Lord via *Tiswas*, *Vision On* and some ridiculous stunts with ferrets.

"The first I heard about it was when my son said that he had seen it somewhere. Then other people told me about it. Nobody's asked me anything about it."

He's also not very happy at the way his character is portrayed in the game – and he's not just talking about the graphics (although he was less than impressed with his wonky ears on the intro sequence portrait – well, wouldn't you be?). Nope it's the amount of violence in the game that he's worried about.

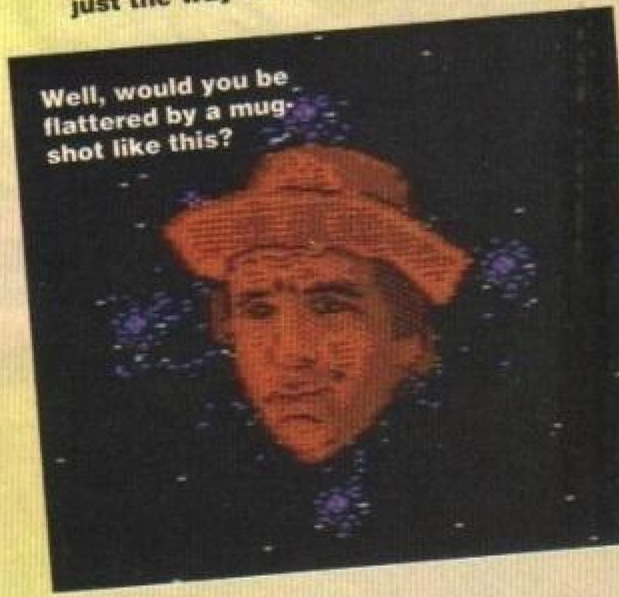


The Doctor blasts away at a gunner Dalek, just the way he never did in the series.

"When I got the job as *Doctor Who* I didn't want to be violent in the role. I didn't want to beat the monsters to death. I wanted the Doctor – because he comes from another world – to be much more intelligent than humanity and he would know that violence is not the answer. If my Doctor is doing anything violent I'm really saddened by that."

Sylvester's doctor, more than any other, is (was? the BBC still haven't said whether he will ever return in the role) the one that talked his enemies into submission. The Black Dalek in particular received the sharp end of his tongue. But it's not just the actor who spotted that the digital Doctor is acting distinctly out of character. Everyone at Future Towers who has reviewed the game – even ones who weren't fans (such people sadly do exist) – have noted that the shoot-'em-up action goes totally against the spirit of the series.

"Although I have a very little brain personally," continues Sylvester modestly, "the character I was playing had a very big brain, and I wanted to use that to good effect. I really strongly believe that we should have superheroes not with their underpants outside their trousers but with their brains inside their heads."



Well, would you be flattered by a mug-shot like this?

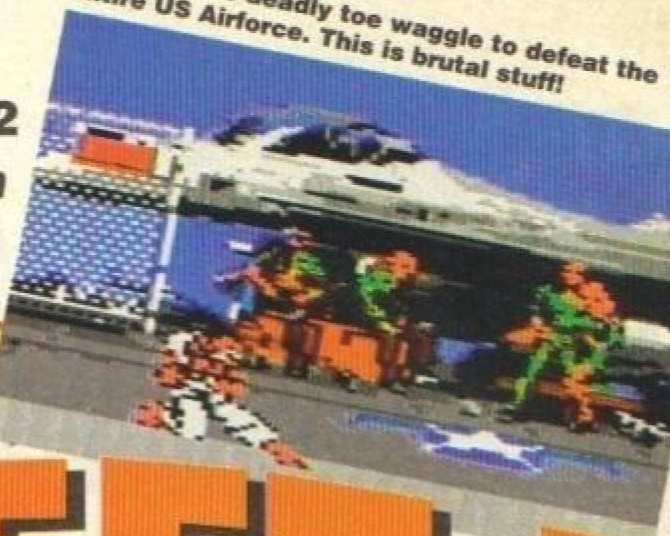
The Doctor is a role for which Sylvester obviously has a great fondness. "It was a great role to play as an actor. It's got me invited all over the world. I've met scientists, astronauts and cosmonauts. I've also met the cast of Star Trek who I was great fans of and who are now friends."

He admits that he was never too sure what was going on. "I just got the script learned the lines and tried not to bump into the monsters. My one criticism of those times is that some of the stories weren't very clear. But I understand why. The BBC never gave us enough time or money. I was called a Time Lord but one thing we didn't have was time to make it properly. But within that we produced some very good episodes."

THE REAL McCOY?

- **Sylvester McCoy is five foot six inches tall and of "Irish Catholic, Scottish Christian heritage".**
- **When he was a wee nipper he wanted to join the navy or be a priest.**
- **Sylvester McCoy isn't his real name. He changed it to that when he did his one-man show An Evening With Sylvester McCoy, The Human Bomb.**
- **One of the stunts he did in the show was try to break the world record for keeping a ferret down his trousers as long as possible.**
- **Suddenly stuffing ferrets down your trousers came very much into vogue.**
- **"There never was such a world record," says Sylv. "I just invented it."**
- **Sylvester uses the joke, "I'm the real McCoy," on average once every 20 minutes.**

*** Actually we just nipped down the road to Bath Theatre where Sylvester is appearing in *Cinderella*.**



Ryu uses his deadly toe waggle to defeat the entire US Airforce. This is brutal stuff!

Within 8 pico-seconds of release Street Fighter 2 hit number one! Can it back up the hype with good gaming? The only way to find out was to take it on in a gameplay scrap. So we fed Trenton, CF's office thug, some red meat, bunged him a joystick and phoned for an ambulance.

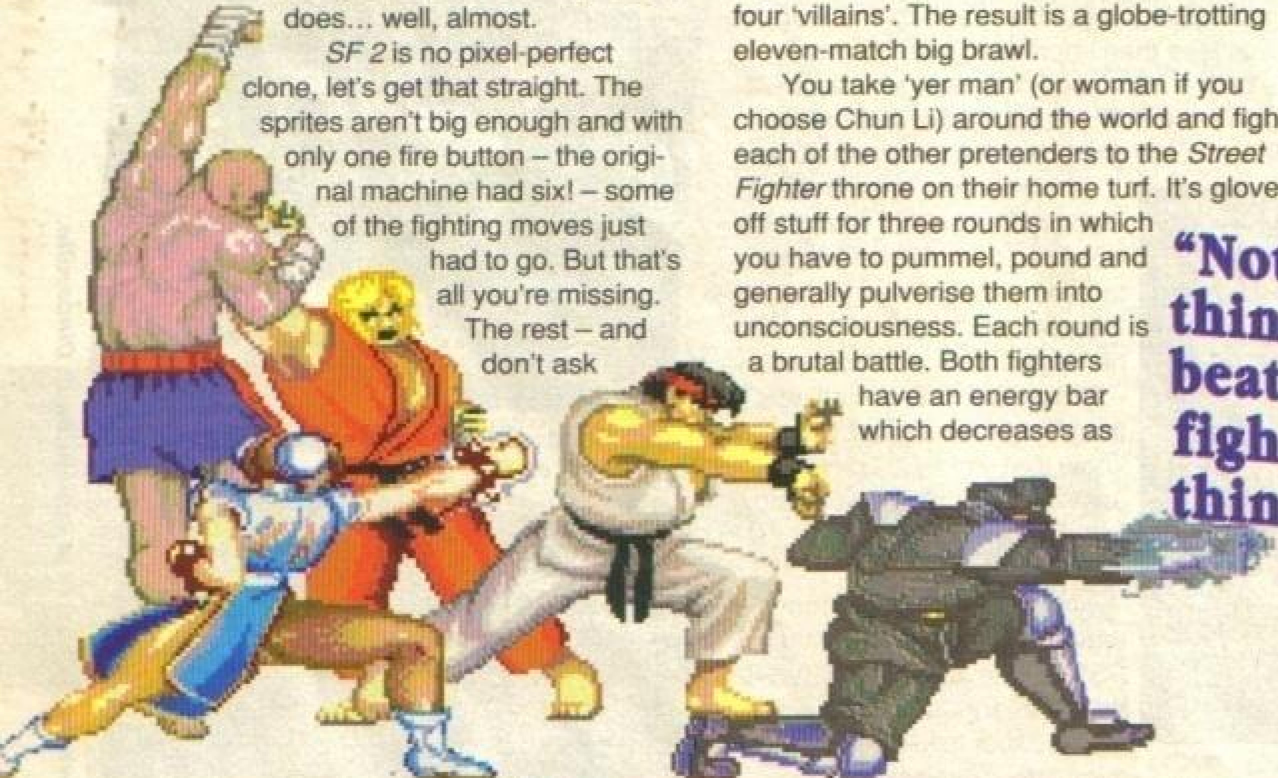
STREET FI

Would you swap two of your boring old beat-'em-ups for one new exciting *Street Fighter 2*? No way! Few people dared to dream that the C64 conversion of 'the ultimate combat game' could capture the feel of Capcom's arcade classic, that it would offer the same depth of gameplay, that it could possibly deliver as much face-punching, groin-kicking fun as the coin-op'. But it does... well, almost.

SF 2 is no pixel-perfect clone, let's get that straight. The sprites aren't big enough and with only one fire button – the original machine had six! – some of the fighting moves just had to go. But that's all you're missing. The rest – and don't ask me how – has been squeezed, shrunk, shoe-horned and otherwise crammed on to the C64.

SF2 is a battle between 12 warriors – not all at the same time, though, but in a series of one-to-one bouts – who all think they're pretty hard and fancy finding out who's the most insanely hostile person on the planet. As a player you can choose from any one of eight characters while the computer controls four 'villains'. The result is a globe-trotting eleven-match big brawl.

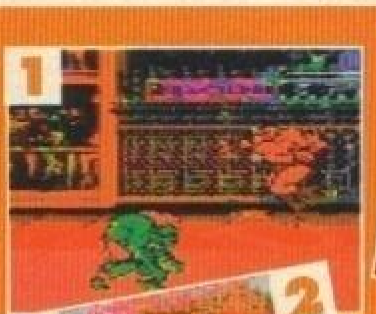
You take 'yer man' (or woman if you choose Chun Li) around the world and fight each of the other pretenders to the *Street Fighter* throne on their home turf. It's gloves-off stuff for three rounds in which you have to pummel, pound and generally pulverise them into unconsciousness. Each round is a brutal battle. Both fighters have an energy bar which decreases as they get hit, and the first person to zero falls over. There's also a timer which ticks steadily towards zero, and if it gets there before a knockout then the healthiest warrior wins. That's the mechanics, now let's talk about the fighting. (*About time too! – CF!*)



SF2's edge comes from the fact that you can do more than kick, punch and butt folk. Each fighter has different skills, which are derived from their character. There are quick, lightweight battlers and slow-but-strong big boys. Each has a wide range of attacks which are initiated by specific joystick commands. You have to sit, wait and then set the move in action at the right moment to make the best use of each fighter's special skills.

> **"Not so much a thinking man's beat-'em-up as a fighting man's think-'em-up."**

Many moves a take a second or two to complete, so you have to be aware of what you're starting and where you'll end up. (Particularly pokey blows can leave you breathless when you've thrown them, so you don't want to leave yourself vulnerable). This



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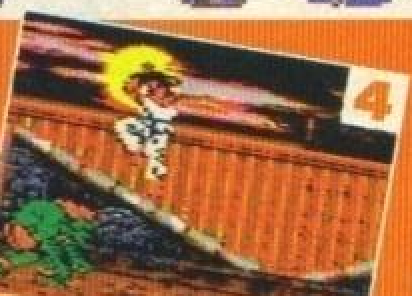

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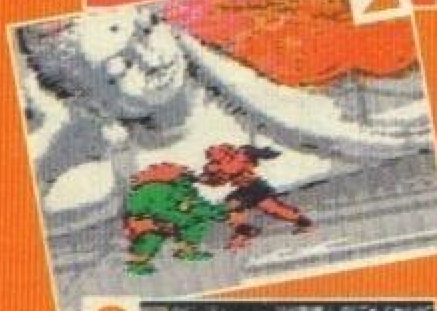

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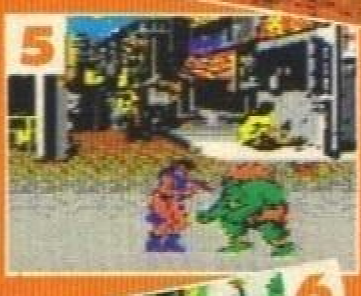

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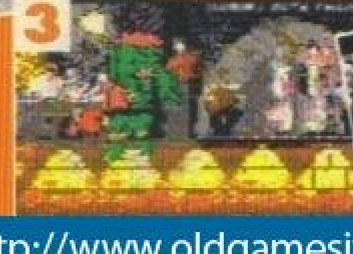

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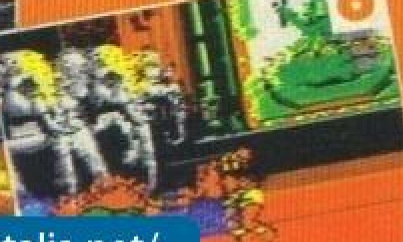

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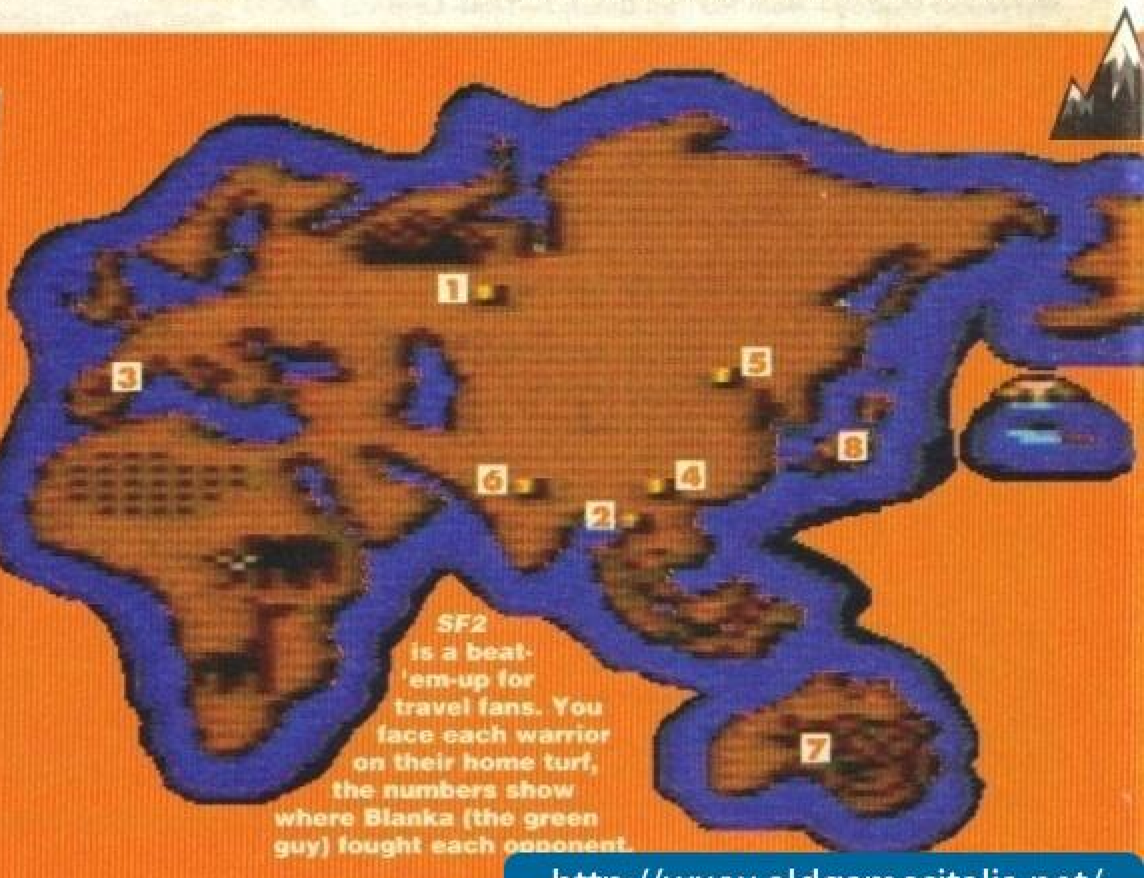
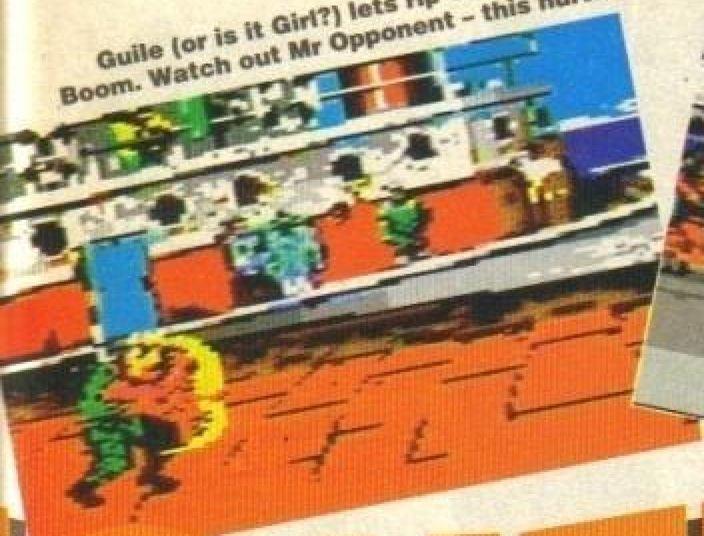
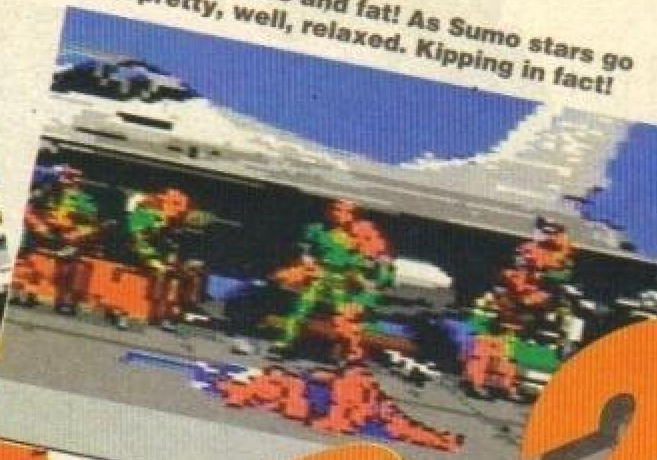


SF2 is a beat-'em-up for travel fans. You face each warrior on their home turf, the numbers show where Blanka (the green guy) fought each opponent.



Guile (or is it Girl?) lets rip with a Sonic Boom. Watch out Mr Opponent – this hurts!



Nice bloke, nice and fat! As Sumo stars go he's pretty, well, relaxed. Kipping in fact!

IGHTER 2

is not so much a thinking man's beat-'em-up as a fighting man's think-'em-up.

The stars of this fisticuffs show, though, are the specials. (*You mean the early 80s ska band – Ollie?*) Uh, no. Each fighter has two or three special moves, effectively a super power: Chun Li spins her legs like a helicopter; the Indian rubber man breathes yogi fire; and the Sumo wrestler leaps across the screen like an unstoppable blubbernaut. To start such an attack you need to move the joystick through the correct combination of moves, which means forethought and planning – a factor so unusual in beat-'em-ups that now it's finally featured, you feel cheated by the slug-fests you've played before.

Curiously there's an incidental bonus with C64 *SF2* – the manual's wrong. Nope I haven't gone barmy – this isn't as stupid as it sounds. Y'see, for most of the special moves the manual tells you the wrong way of getting them started. Normally this would bad news, but here it encourages you to sit down and play through all of the characters, testing combinations and watching the results. This means that you get a real feel for the guys you control and really get to know how to milk their talents.

Becoming familiar with each character's skills and strengths is the key to *SF2*. You need to have had practice to make the most of your chances and you need to wait until your opponent is in a position in which he can't defend himself before you strike. The majority of play isn't the bashing but the waiting to bash, in gunfight style.

Beat-'em-ups are also notoriously low on options. Not *Street Fighter 2*. Here you can choose between one-player tournaments and two-player head-to-head matches. You can set the difficulty level of each bout, and the strength of human players can be altered (effectively a handicap system to even up the duff characters with the dead good ones).

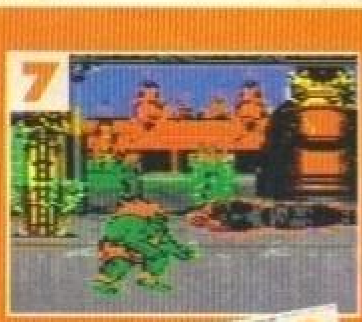
On reflection, the two-player slug-out is the one feature that absolutely had to be included because the one-player game, while exciting and tense, is far too easy, even on the top difficulty setting. I finished it first time out on setting three, without losing a single round. Two-player battles, though, give you the chance to clout the seven bells out of a friend. An added bonus is that they can serve as a practice arena 'cos your opponent won't fight back.

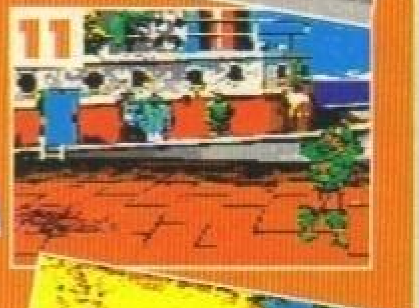
Going head-to-head causes a strange reaction. You'll notice that you're paying as much attention to the other guy's joystick movements as you are to the screen, because if you know which move they're about to launch then you stand a chance of avoiding it.

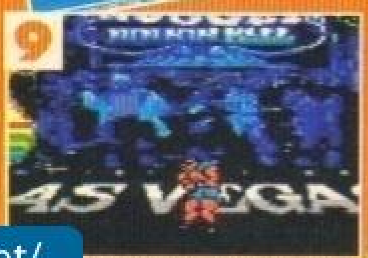
There are problems with *SF2*. It's not graphically stunning, the machine chugs on occasions, the manual's pretty hopeless and the one-player mode is too easy. But played against a mate this series of knock-about comic book bouts is excellent entertainment. I'd say it's less like a beat-'em-up and more like chess – although it would be chess with brass knuckles, baseball bats and semi-automatic weapons!

TRENTON

STREET FIGHTER 2
US GOLD ☎ 021 625 3388 ● CASS £10.99/DISK £16.99 ● OUT NOW







POWER RATING

100
90
80
70
60
50
40
30
20

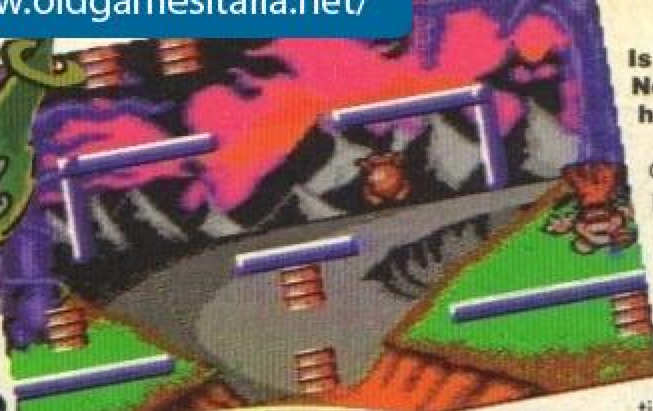
UPPERS

- A gob-smacking range of fighting moves.
- Inconceivable! A beat-'em-up with depth.
- Stupidly amusing violence – in the best possible taste.
- Captures the spirit of the Capcom original.

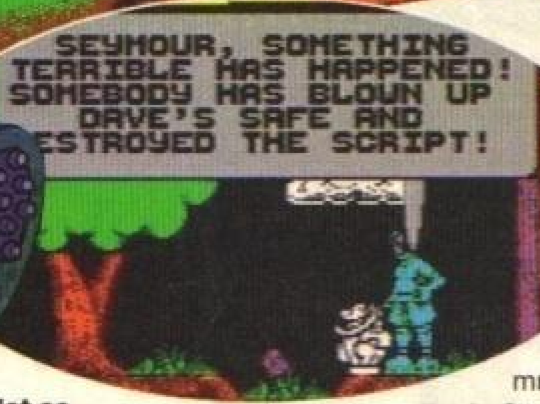
- Some scrappy sprites.
- The one-player mode is too easy.

DOWNERS

COMPILATIONS
SPECIAL
CF



Is it an egg? Is it a potato? No, it's *Super Seymour* and he's saving the planet.

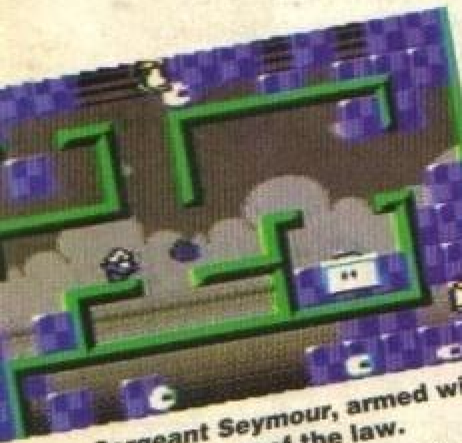


SEYMOUR, SOMETHING TERRIBLE HAS HAPPENED! SOMEBODY HAS BLOWN UP DAVE'S SAFE AND ESTROYED THE SCRIPT!

Not so much *High Noon* as *Why Noon* in *Wild West Seymour*.

SUPERSTAR SEYMOUR

You want *Seymour*? You want five games? You want ketchup and extra mayo on that? You got it! When it comes to cute characters CodeMasters churn 'em out like a Trolls production line, and they've struck again with a compilation of games starring the King Edward of potatoes, *Seymour*. Five *Seymour* progs come at you all at once, and, as usual with these boxed sets, you have to take the rough with the smooth.



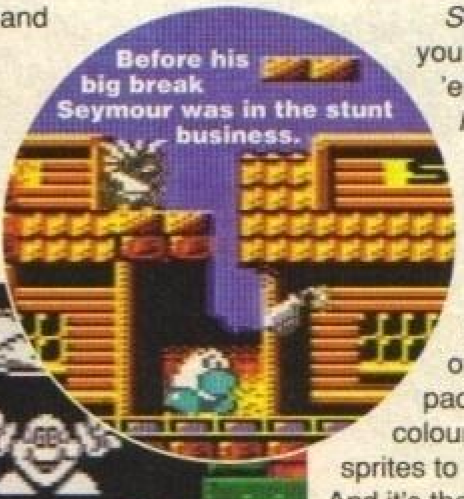
Sergeant Seymour, armed with the long arm of the law.

Sergeant Seymour RoboCop is an addictive grab-'em-and-lock-'em-away-'em-up set in a series of single-screen mazes. There's a baddie at the centre who releases all sorts of nasty little creatures that look like robots from the planet Smash (*rather appropriate when the star's a potato – Ed*). Your job as Seymour the wonder cop is to arrest them all and strip the big central meanie of his power. You're equipped with a super searching hand that shoots out in front of you and nabs the nasties as they go about their illegal business.

It's based on a simple idea and doesn't have superb graphics or sound, but, as is often the case with these simple-but-not-superb-graphics-or-sound-type games, it's immensely playable.

Seymour Goes To Hollywood is a *Dizzy* game without the egg (*and that's official! Check out this month's Face To Face on page 42 for the full story – Ed*). It's all familiar stuff – lots of running around the scenery, picking up objects and solving puzzles. Seymour's been chosen to star in a new hot-shot movie and, as usual, everything has gone disastrously wrong. The director's scarpered off to Miami with his secretary and hidden the film reels in his safe, Tarzan's been discovered taking elocution lessons and, worst of all, the lifts have broken down.

The gameplay is pretty much up to (down to?) the usual *Dizzy* standard (yep, that dull) and the control system is downright annoying – you have to wham the space bar to jump up steps and things, which is darned difficult if you're paying with a Bug or similar joystick. (Have I ever mentioned that the Bug is a really funky 'stick, by the way?) What's a girl supposed to do? Hit the space bar with her feet?



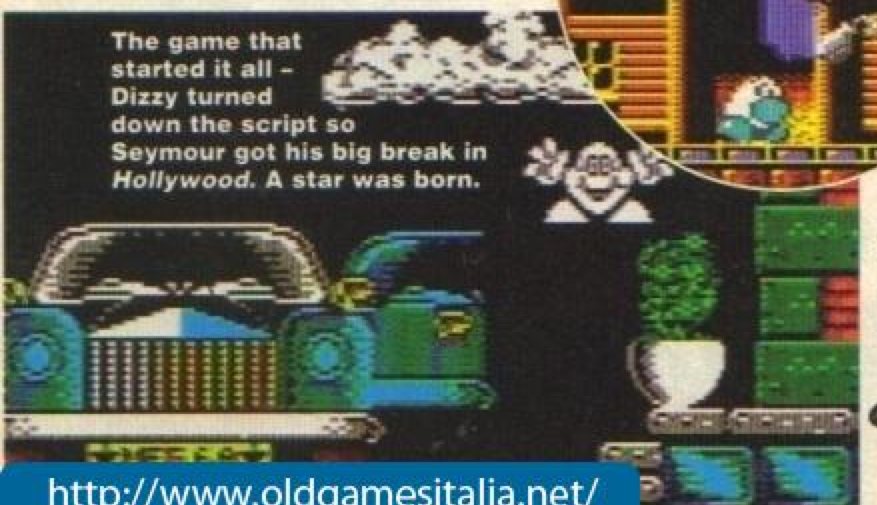
Before his big break Seymour was in the stunt business.

Seymour Stuntman is your basic platform shoot-'em-up. It's reminiscent of *New Zealand Story*, with lots of little baddies running around platforms. It's not as fun as *Sergeant Seymour* but is still dead good. Graphically it's the best of the five games in the pack, with lots of bright colours and a huge variety of sprites to blast into non-existence. And it's the perfect game for pacifists, 'cos no-one actually gets killed – all the characters are stuntmen, you see, and there are loads of mattresses conveniently hidden behind bits of scenery.

But if it's real carnage you want *Super Seymour Saves The Planet* serves up the splatter action. But don't worry about mind-rotting senseless blasting, 'cos, like every good US sitcom, the game does have a conscience and a heart-warming message, in this case a green one. Lots and lots and lots of seriously radioactive waste has been dumped on Seymour's planet and the eco-aware spud has got to get rid of it before everybody mutates into hideous blobby things (*or, in Seymour's case, into a human being – Ed*). The graphics aren't that hot but the sheer playability of *Super Seymour* more than compensates. After all, you can always close your eyes and turn the sound right down (though this does make the game a tad more difficult).

Wild West Seymour is another egg-inspired rip-off – just look at the screen shot to see the similarity. Black backgrounds, mundane puzzles and boring gameplay most of the time. If you like *Dizzy* adventures you'll probably think this is the bees' knees, but what's so great about bees' knees, anyway? Surely they're just black, skinny and a bit hairy. Not very interesting at all really.

CLUR



The game that started it all – Dizzy turned down the script so Seymour got his big break in *Hollywood*. A star was born.

WHAT'S IN THE BOX?

Sergeant Seymour Robocop	9/10
Seymour Goes To Hollywood	4/10
Seymour Stuntman	8/10
Super Seymour Saves The Planet	8/10
Wild West Seymour	5/10

SUPERSTAR SEYMOUR
CODEMASTERS ☎ 0926 814132
CASS ● £12.99 ● OUT NOW

POWER RATING

100
90
87
70
60
50
40
30
20

UPPERS

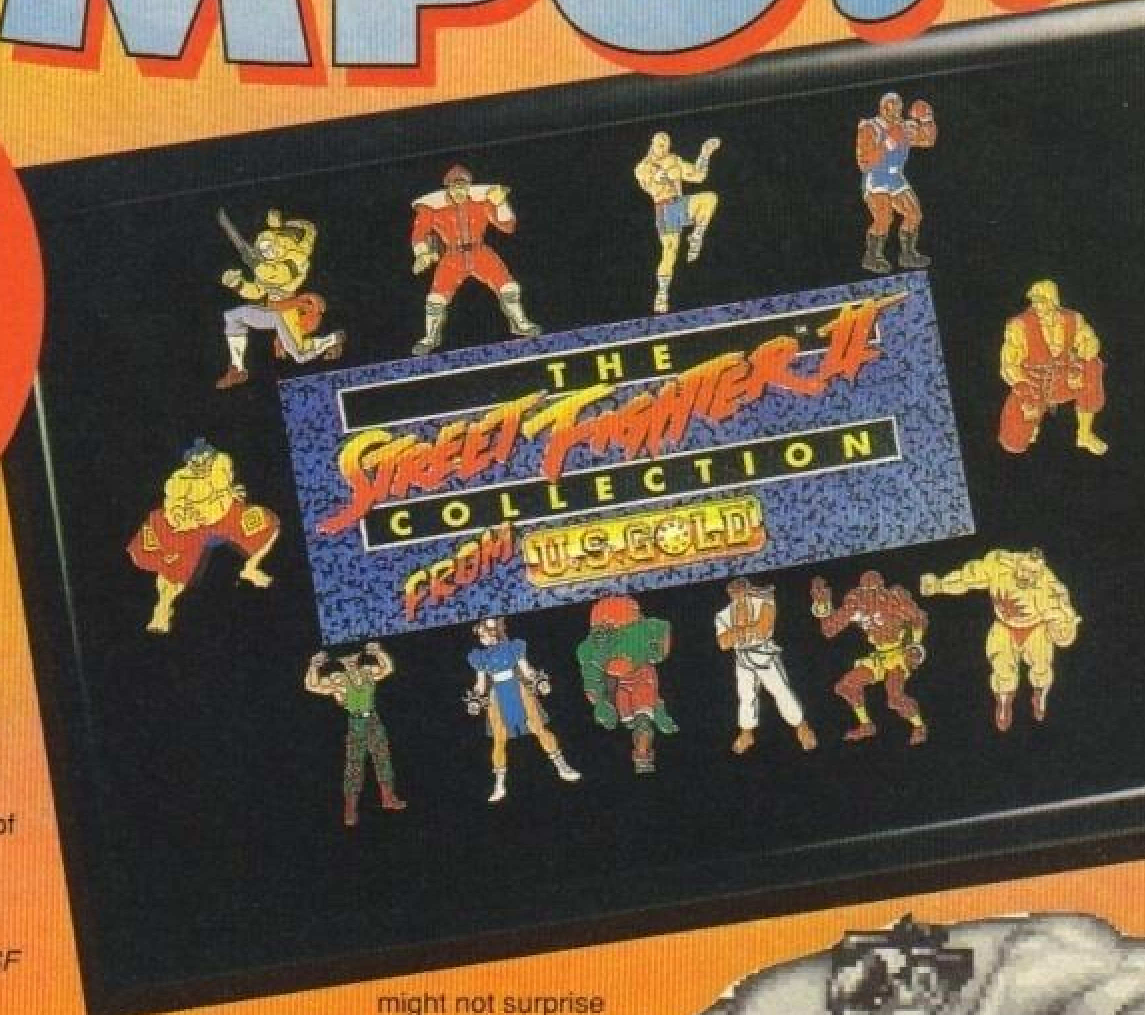
- **Wow! Five games for that price! What a barg!**
- ***Sergeant Seymour* is an excellent game.**
- **Four styles of gameplay to suit your moods.**

- **The Dizzy clones ruin things a bit.**
- **Some of the graphics are bit uninspired.**

DOWNERS

STREET FIGHTER 2 COMPO!!!

There are only 30 sets of these spiffy Street Fighter 2 badges in the world – and you could win one of them!

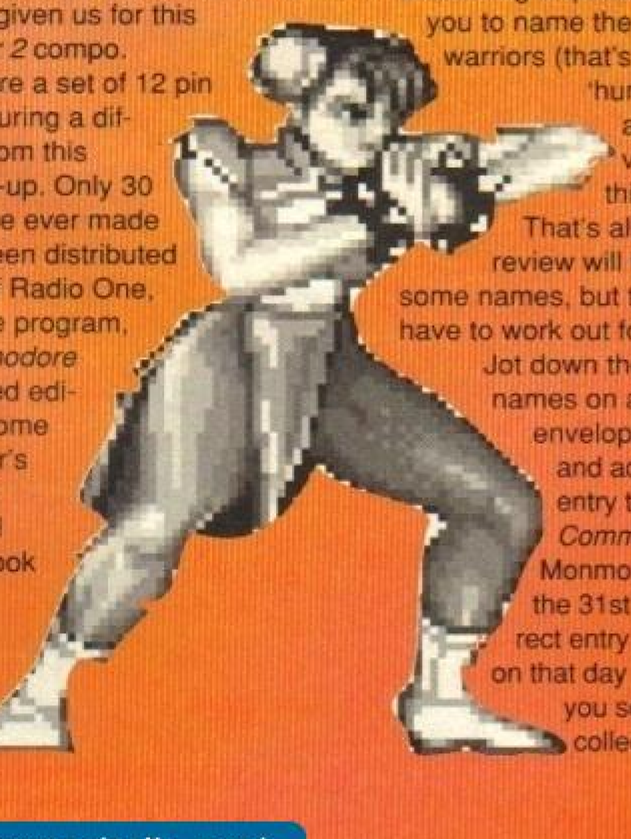


The most eagerly-awaited game ever is here! The smash hit Capcom arcade beat-'em-up has been converted to the C64 by US Gold. Now you can take on 11 of the world's most vicious fighters in a series of deadly duels. No doubt you've already checked out the review on page 60 (if you haven't ignore the next couple of lines 'cos it'll spoil the ending for you) and know that *SF 2* is the coolest beat-'em-up ever to be shoved in a datassette (okay, slackers can start reading again), so get a load of the prize that US Gold has given us for this brill' *Street Fighter 2* compo.

Up for grabs are a set of 12 pin badges, each featuring a different character from this stunning beat-'em-up. Only 30 complete sets were ever made and these have been distributed among the likes of Radio One, *GamesMaster* (the program, that is) and *Commodore Format.* This limited edition is sure to become an instant collector's item – and what's more the badges'll make any jacket look dead smart.

So what do you have to do to win this rare collection? It might not surprise you to learn that it involves answering a question. We want you to name the 12 warriors (that's the eight 'human' characters and the four 'hidden' villains) who slug it out in this big brawl! That's it! That's all you have to do! The review will hold a few clues, even some names, but the rest you're going to have to work out for yourself!*

Jot down the deadly dozen's FULL names on a postcard (or sealed down envelope) along with your name and address. Then send your entry to: HA-DO-KEN Compo, *Commodore Format*, 29 Monmouth Street, Bath BA1 2BL by the 31st March 1993. The first correct entry drawn out of the red crate on that day (we're very short on hats you see) will win this exclusive collector's set of pin-badges!



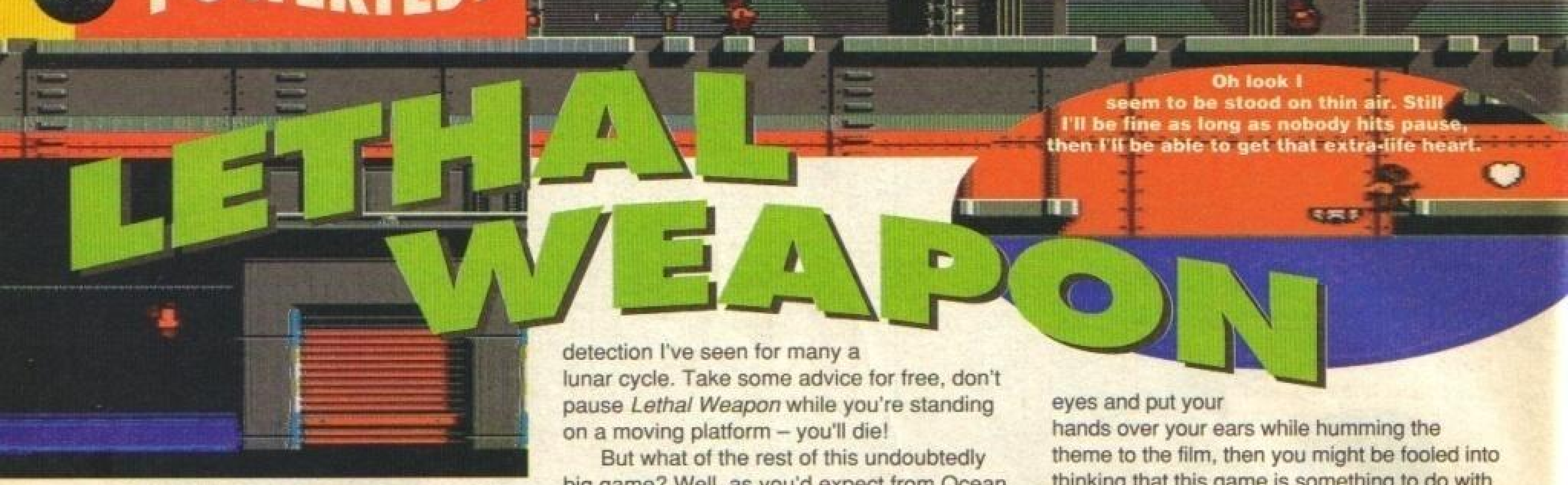
RULES AND THINGS

The editor's decision is final and no correspondence will be entered into. And people who work for Future or US Gold can't enter – which is pity because most of 'em would love to win this prize! AND NO MULTIPLE ENTRIES! WE HATE 'em and any we discover will be thrown in the recycling bin (because the CF crew is environmentally aware like that, you see).

* Check out *CF26* – it has more than a few handy hints!

hat an evil dead-hard
ally needs.

LETHAL WEAPON



Oh look I seem to be stood on thin air. Still I'll be fine as long as nobody hits pause, then I'll be able to get that extra-life heart.

It was kind of quiet in the warehouse when I broke. And dark. And you know what happens in quiet dark warehouses – surprise parties!

There seems to be an unwritten rule in softwaresville that says: 'If it's a film licence then it must be a platform shoot-'em-up.' Well you try coming up with more than a couple of exceptions to the rule. And guess what? With *Lethal Weapon* we have yet another platform-based shoot-'em-up. At least this is more suited to the genre than some licences (did someone mention *Cool World*?) So, there's shooting, leaping, falling and some of the least effective collision detection I've seen for many a lunar cycle. Take some advice for free, don't pause *Lethal Weapon* while you're standing on a moving platform – you'll die!

IAN CYCLOPEDIA INVESTIGATES INVESTIGATIVE TWOSOMES

1 Sherlock Holmes and Dr Watson – All the Sherlock Holmes stories were written from Dr Watson's point-of-view (who was always drunk on 44-year old Laphroaig malt).

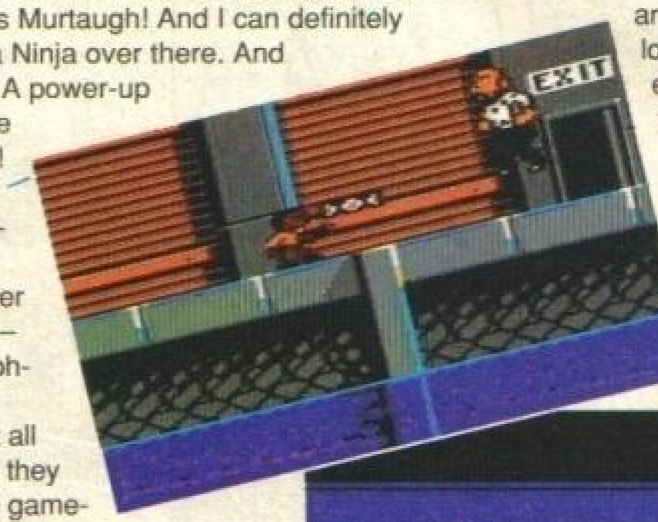
2 Shaggy and Scoobie-Doo – The reason that Shaggy dressed so badly was not that he was a sad hippy but because 'Star' Scoobie had it written into Shaggy's contract, so the dog would look good.

3 Starsky and Hutch – Did you know that Starsky was the original drummer for the Beatles? (Like Mel Gibson, 'Dingo Starsky' is Australian).

4 Cagney and Lacey – Jimmy Cagney only appeared in the pilot episode of the series and was then dropped because he couldn't wear high-heels.

5 Danger Mouse and Penfold – Before becoming a 'detective's mate' Penfold was forced to live with June Whitfield for several years. This turned him mad and forced him to take-up with a mouse.

But what of the rest of this undoubtedly big game? Well, as you'd expect from Ocean, it's competent. Graphically, it works very well on the, "Cor blimmin' 'eck, that's Riggs! And look, there's Murtaugh! And I can definitely recognise a Ninja over there. And look! Look! A power-up in the shape of a lollipop! Ooooh no, it's a magnifying glass. What a duffer I am!" level – eg, the graphics hold no surprises at all but equally, they don't let the gameplay down either.



Talking of the gameplay, that's reasonably exciting, too. You get to choose which of the two heroes you want to play (Danny Glover has a far better haircut in my humble opinion – Melvin Gibson looks like a Division Two fullback from 1983, so Danny pips it), and each of the detectives has his own special ability as well. Riggs can jump high and is an expert at unarmed combat; Murtaugh is better with weaponry. So choose your hero and set off around the five missions you have to crack before you can put your joystick down and have a cup of tea. (That's not in the rules by the way).

Having played *Lethal Weapon* on Commodore's 'other machine', the one thing that you can say about the C64 version is that it certainly doesn't let you down. Despite the fact that you have to wait and wait for the multi-loads (at least there's plenty of time to rest your fire-button finger I suppose), the pace of the game itself is enough to keep your interest. Everything (aside from the comically-amusing collision detection on some of the platforms) works smoothly and without any real problems.

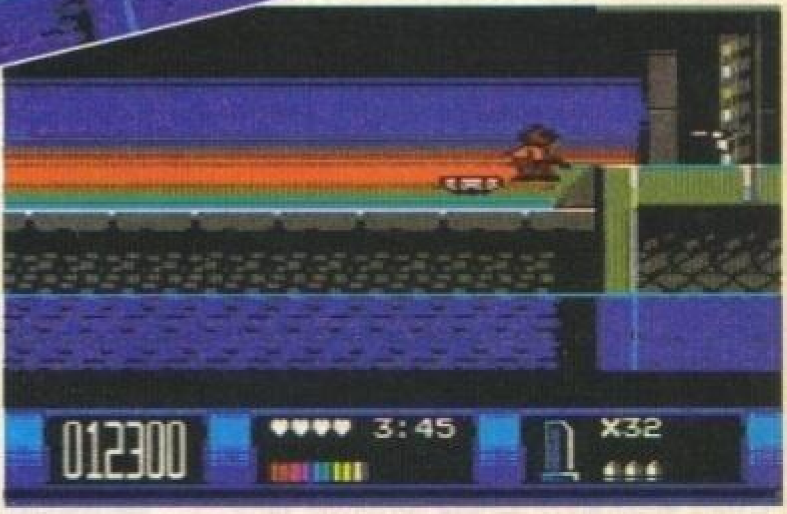
Basically, you have to keep your eyes open at all times because there's plenty going on, and you have to keep going because you're playing against the clock. Luckily, there are Continues, as well as energy power-ups to pick up en route.

As for the film tie-in element of the game, if you screw-up your eyes and put your hands over your ears while humming the theme to the film, then you might be fooled into thinking that this game is something to do with the smash hit movies. It's all very platformy, with a shooty-jumpy element. There are loads of people to shoot at, and loads of them to shoot at you. But essentially there is nothing about this game to raise it above the run-of-the-mill.

Maybe if you could've controlled Joe Pesci…?

CLUR

You have the right not to shoot me, to remain silent…



"Why don't I look like I do on the front of the box?" Murtaugh pondered "I'm much taller"!

LETHAL WEAPON
OCEAN ☎ 061 832 6633 ● CASS/DISK
● £10.99/£15.99 ● OUT NOW

POWER RATING

100
90
80
79
60
50
40
30
10

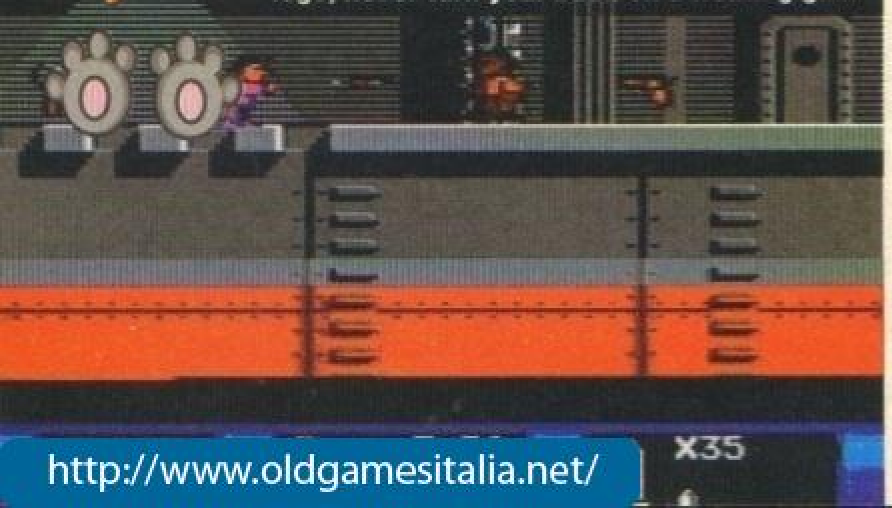
UPPERS

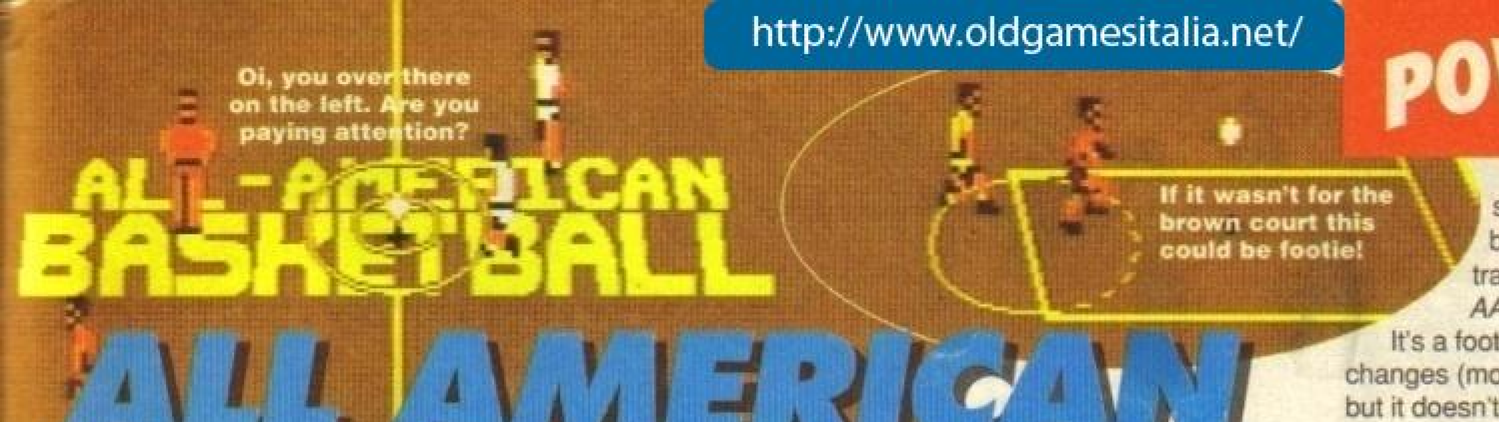
- Plenty of action.
- Smooth scrolling.
- Plenty of bonuses.
- Choice of character adds interest.

DOWNERS

- The collision detection is appalling.
- Load, load, load and, er, load some more.

Remember what they taught at Police college, never turn your back on a floating gun.





Oi, you over there on the left. Are you paying attention?

If it wasn't for the brown court this could be footie!

ALL AMERICAN BASKET BALL

Magic Johnson. Michael Air Jordan. Michael Jumping Jackson. Marmalade Jimmy Jam. Martin Dead Boddy. Kareem Abdul-Jubbar. Yep, we can only be talking basketball here. *All American Basketball*, in fact. That's the name of the game (though it could do with a nickname).

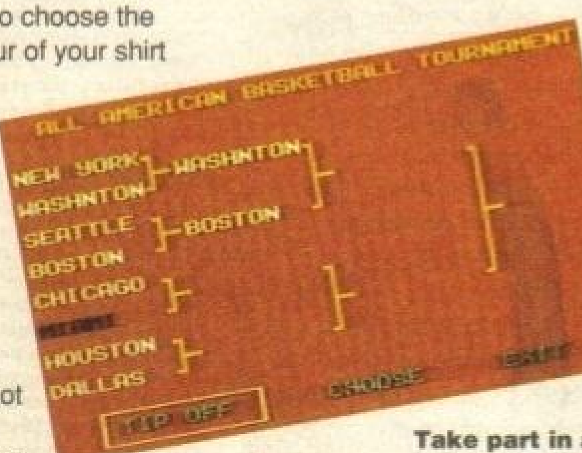
Options include being able to choose the length of each half and the colour of your shirt (most important for the fashion conscious player). *AABB* is a one- or two-player game. In both you can take part in a single match or an entire tournament which pits you against the biggest and best teams in the US.

AABB is a sports sim to suit two standards of players – the not very good at all and the tactical geniuses. Playing against an amateur team is akin to having a one-on-one with a three-legged hamster. But thrashing it out with pro opponents is a different kettle of marine life all together. They whizz around the court like very whizzy things, and unless you're a highly paid professional or very lucky (or perhaps skillful), you won't get a look in.

The control system's a bit weird, similar to a lot of footie games really. Hold the fire button down for a powerful lob and jab it for a close shot at the hoop. Not overly exciting but it works (like motorway contraflow systems), to an extent.

AABB isn't really a basketball game. It's a footie game with a couple of minor changes (mostly to the graphics). It ain't bad, but it doesn't really offer anything new. So unless your fed up with green, or a team sports sim aficionado, strike it off the essential list.

CLUR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CHOOSE
EXIT

Take part in a tournament and hope you get drawn against rubbish teams.

ALL-AMERICAN BASKETBALL
ZEPPELIN ☎ 091 385 7755
CASS £3.99 ● OUT NOW

POWER RATING

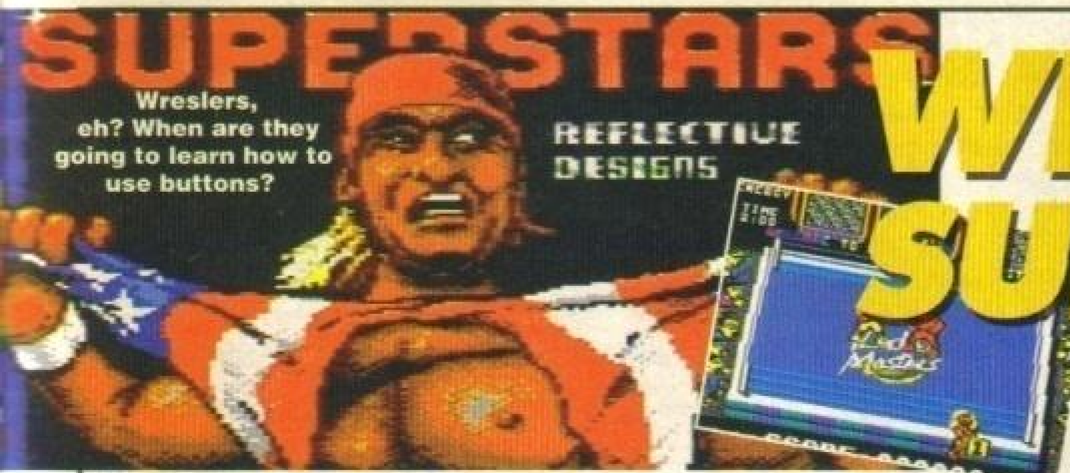
100
90
80
70
62
50
40
30
20

UPPERS

- ● Smooth scrolling.
- ● Good use of sound.
- ● A sports sim that isn't predominantly green.

- ● Limited range of moves – too few fancy shots on offer.
- ● Difficult to control where the ball is going.
- ● Basically a footie sim with different colours.

DOWNERS



Wreslers, eh? When are they going to learn how to use buttons?

WRESTLING SUPERSTARS

Waggling and sports sims – they're pretty much synonymous. Personally I've never understood the attraction. Why should being able to wiggle a joystick from side to side dead fast be considered a sporting feat? But if waggling *is* your thang and you've spent years developing a good, strong and very, very fast technique *Wrestling Superstars* is the game for you.

There are basically five moves in the game: thump, kick, throw, sit on or (last but not least) run away from your opponent. If your opponent is sitting on you or he's attempting to pick you up for the throw then it's a case of waggle 'til the cows return from their summer hols. A scale will appear in the bottom left-hand corner. The scale moves down as you waggle ever more furiously to escape your opponent's grasp. Get your yellow line to the floor before his and you'll come out of the scrap better.

The graphics are big and bold and there's plenty of crowd encouragement disguised as a hissing noise. Smart close-ups of the players grimacing as they're knocked into the middle of next week add to the amusement factor. And the referee has got to be a relation of Bully form Bullseye.

CLUR

WRESTLING SUPERSTARS
CODEMASTERS ☎ 0926 814132
CASS ● £3.99 ● OUT NOW

POWER RATING

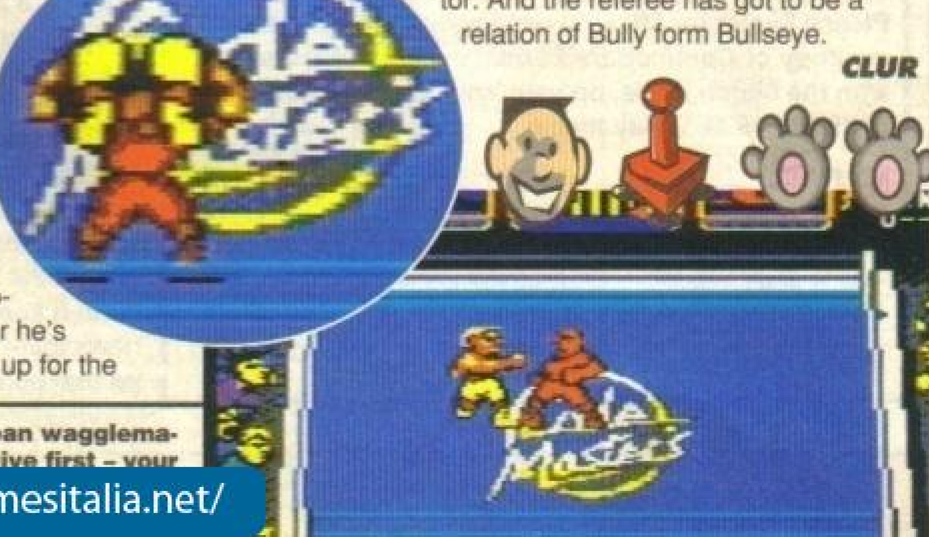
100
90
80
70
60
52
40
30
20

UPPERS

- ● The waggle meter is a good idea.
- ● The fighters are fairly impressively drawn.

- ● The choice of moves is a bit lightweight.
- ● Naff sound effects.
- ● All that waggling get a bit wearying, and I don't just mean on your wrists.

DOWNERS



It Wrestle... sorry, I mean wagglemania time. What'll give first – your

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ABC 60,045 Jan-Jun '92
Member of the Audit Bureau of Circulations

NEXT MONTH

BEWARE THE IDES OF MARCH

Yes, look out folks, especially if your name happens to be Julius or Caesar, as mid-March can be a real killer! It's three weeks into an issue of *CF*, you've tried out every demo and played every game on the Power Pack, read every word, used every cheat and implemented each techie tip. All you want now is another issue of the world's greatest Commodore mag to hit the streets. Well, if you've made it this far, then you only have to wait until 23rd of March – a mere eight days after the ides!

If you survive the dreaded 'middle of the month' blues, you can look forward to the classic *CF* that will be known by the number 30 (unless we forget to change it on the cover, that is!). Well, we can promise a smart little issue, if we do say so ourselves – but then we would wouldn't we! It'll boast all the best in Commodore computing, packed with games reviews and previews, free games and demos as well as all the regular features we've come to know and love over the last 29 issues as 'regular features'. See you on the 23rd February folks!

AND THE NAME IN THE GOLDEN ENVELOPE IS...

SET POPEYE FREE

The five winners of the three-game Popeye packs are: Andrew Duckett, Wedmore • Andrew Alexander, Leeds • Chris Ridley, Hartlepool • Jamie Warr, Harlow • Stephen Fowler, Horsam.

The 15 runners up, who win a copy of *Popeye 3* are: S Dighton, Battersea • Kevindra Dajee, Evington • Michael Stallard, Millford • James Tandy, Weybridge • S Southern, Blyth • Andrew Boulton, Cradlehall • L Smith, Oldham • Claire McCarthy, Bexley Heath • David Dogson, Uttoxeter • Warren Hogarth, Southwark • Stephen Blunt, Plymouth • Lee Sheard, Harrogate • T Whittingham, West Bromwich • Ben Barker, Mundsley.

NOW THIS ONE'S A BIT TOUGHER

The winners of the five memberships of FI$H are: Angus Harding, Western Isles • Christopher Loftus, Warkworth • Thomas Beaumont, Riddleston • Johnathan Cragg, Thornton • Graham Archer, Tamworth.

The 50 runners up, who each get a Robocod poster, are: Ross Murdoch, Bo'ness • Adam Bentley, Cropton • Stephen O'Coughlin, Nerry • Stephen Blunt, Ivybridge • Simon Flynn, Kilmore • Andrew Firth, Bessacarr • David Knaggs, Rushden • Paul Scorer, Walkerburn • Tobias Earnscliffe, Hawkshead • D Passantino, Far Cotton • Allan Watson, Fife • Graeme Stephen, Turriff • Scott Nicoll, Tayside • Andrew Grierson, Accrington • Martin Spingthorpe, Liversedge • Matthew Harris, Huntington • Basildon Bond, Westburn • Anon, Leigh Park • Adam Lord, Wardle • Luke Croll, Sheerness • Richard McKerron, Minster on Sea • Stuart Beresford, Abington Vale • Abigail Coe, Portbury • Mark Lucas, Hollinswood • Jane Butler, Beaconsfield • James Postlethwaite, Leicester • Scott Hitchcock, Yeovil • Duane Bell, Walton • Gilberto Denness, Cleveleys • Nathan Fores, Langgold • Chris Perks, Willenhall • Craig Whyte, Fife • Paul Oswell, Oldham • Carl Ellis, Thornton • Susan Booth, Holmewood • Richard Beckett, Wigginton • Chris Abbott, Storrington • Lee Jansen, Haslingden • Tina Broughton, Scunthorpe • Douglas Mouncey, Co. Durham • Scott King, Glasgow • Michael Kinlan, Billingham • Andy Aitken, Claybank • Robert Rick, Eastleigh • Paul Scorer, Walkerburn • Adrian Thorley, Oldham • M Dwyers, Northam • John Rixon, London.

THAT'LL BE ROLF HARRIS THEN!

This lot have all won themselves a membership of the Codies Cartoon Club: Michael Kinlan, Billingham • Adrian Tuorley, Royton • Graham Batha, Oswestry • Aaron Foster, Grimsby • Simon Darby, Abingdon.

AH, BUT A DIABLO'S FASTER

And the five new members of the Thalamus Fane Club are: Gary Brotherton, Rode Heath • Nathan Fores, Langold • Paul Wade, Lockerbie • Scott King, Glasgow • Glenn, (sorry the postmark went over your surname), Bedworth.

MAG*SAVE

KEEP WATCHING THE SHELVES

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the March issue, on sale from Tuesday 23th February 1993. G'day mates.

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There are alien forces at work Don't believe us? You will on the 23rd February, when their forces swoop on all the copies of *CF*30, simply to deny true *CF* fans the chance of reading the best mag in the world!

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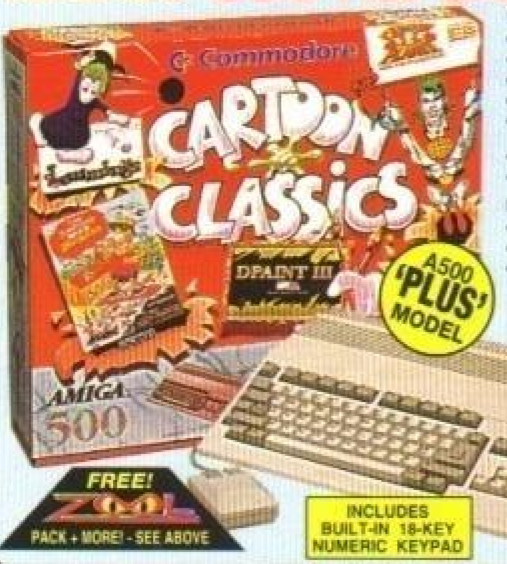

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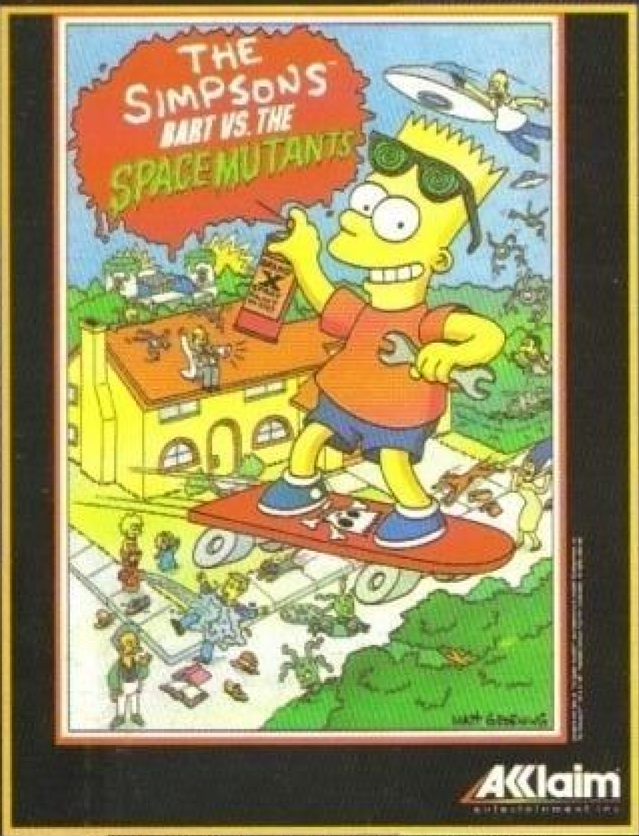
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BART VS. THE
SPACE MUTANTS
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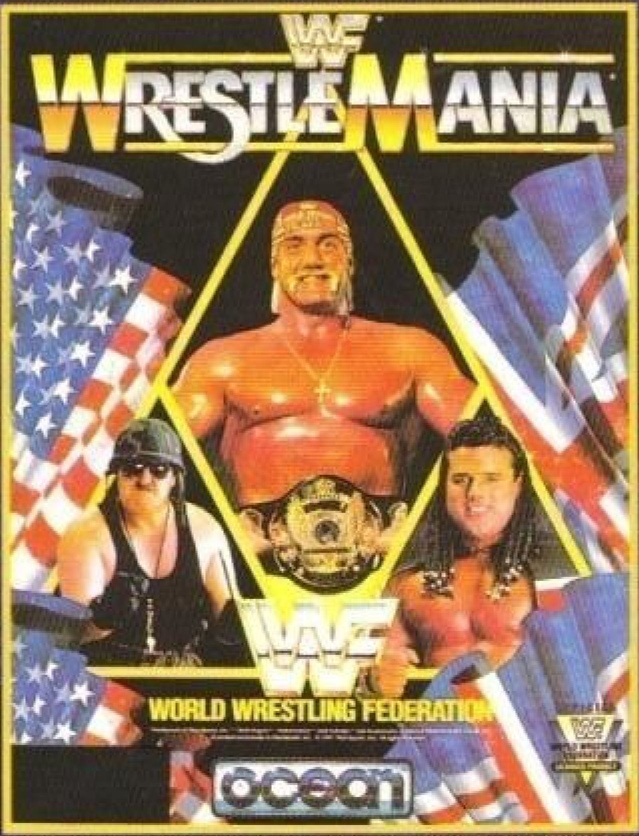
WWF
WRESTLEMANIA
WWF
WORLD WRESTLING FEDERATION
ocean

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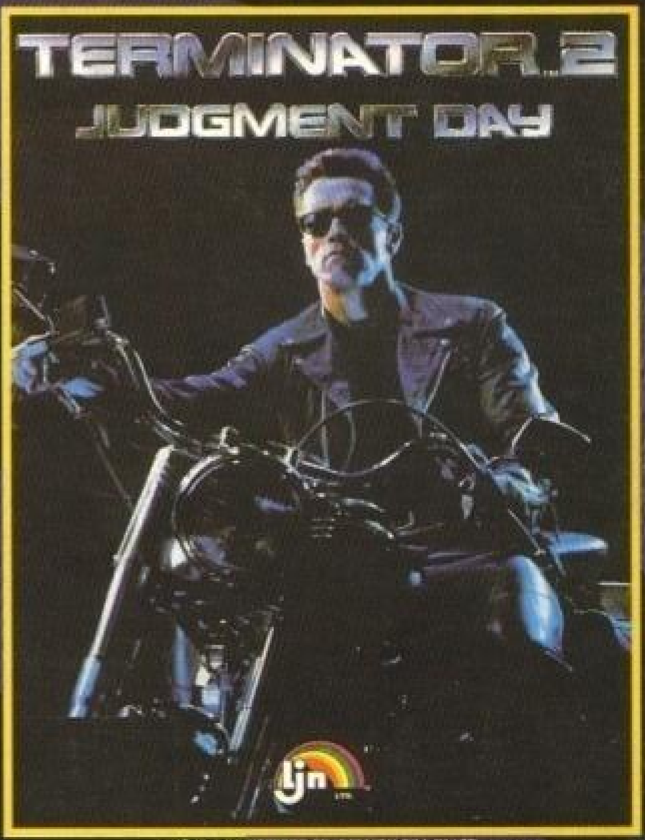
TERMINATOR 2
JUDGMENT DAY
ljn

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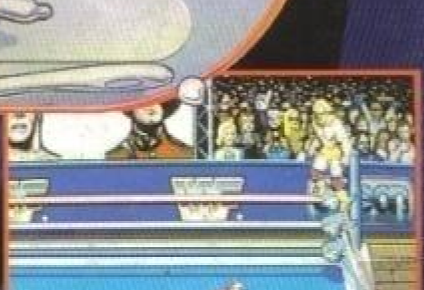
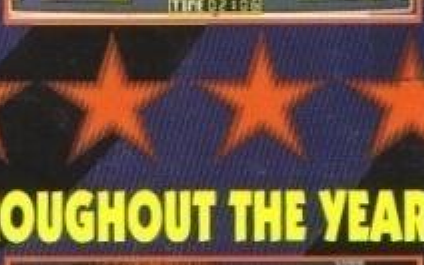
THE DREAM Team

PAUSE
300
3
948
24
SCORE
LIVES
TIME
GOALS


CREDITS
TIME

THE THREE BEST SELLERS OF 1991-1992 ALL REACHING NUMBER ONE THROUGHOUT THE YEAR

IBM PC · AMIGA
ATARI ST
COMMODORE 64
AMSTRAD
SPECTRUM



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